

The Modern Path

Arcana of the Modern World

Featuring the "Spellcrafter Rule System"



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You can also find the PRD at: <http://paizo.com/pathfinderRPG/prd/> and also at: <http://www.d20pfsrd.com/>

The Modern Path SRD at: <http://www.d20modernpf.com/> and at <http://grandwiki.wikidot.com/main>

You will need a copy of the core rules in order to use this supplement. This supplement and all others are based off the MSRD and are fully compatible with the Pathfinder Role Playing Game.

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Introduction



Magic in a modern setting can be applied in an assortment of many different applications and systems. Its power level and impact on this setting is really up to you.

INTRODUCTION

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A nurse gently touches my shoulder and I open my eyes. For a moment, I just savor the warmth of this hospital room and the soft pillow that cradles my aching head. Outside the wintry landscape is alight with an eerie reddish-orange glow. That would be the east side of the city on fire. I saw what caused the inferno... God, I wish I could forget.

There are suits in the room with us now. I knew they would be coming; there are questions that need answering. I'm just afraid that the answers I give them will only get me put into another type of hospital...the kind with padded rooms and tight jackets. The lead suit is an average looking man about forty years old, he shows me some fancy credentials; a bunch of letters forming some cryptic anagram that could only be from the government. Great, you've hit the big time now Stevie... "Mr. Williams, do you feel up to answering a few questions?" The suit asks with professional detachment. He pulls out a voice recorder and I see him thumb the power button. I sit up a little, and the nurse helps by quickly providing an additional pillow. "Uh, yes...yes sir, what can I help you with?"

A nervous glance shows me the other suit, a tall woman with short platinum hair, looking over my medical chart. She's no doubt checking my history for any signs of mental disorders. The man steps closer with the recording device, "Mr. Williams, my name is Agent Summers, and this is my partner, Agent Winters". He gestures to the woman pretending to ignore our conversation while she reads my medical history. "Mr. Williams, we understand that you are a security guard at the International Holding Warehouse...is that correct?" I clear my throat and nod slightly a few times. "Yes sir, I work the night shift." He offers me a practiced smile, "And you were on duty, this past Tuesday morning, about three a.m.?"

The nerves in my gut start to knot up as memories from that time begin to claw their way into my mind's eye. I close my eyes and exhale sharply, "Yes sir...I was working that night, me and my partner

Charlie..." Oh God...Charlie! Tears blur my vision, and my throat seizes shut. The agent notices my distress and places a calming hand on my shoulder. "Mr. Johnson is on the fifth floor, on the burn ward. The doctors tell us he will recover from his injuries. We need to know what happened at warehouse number three Mr. Williams...take your time." I nod again, taking some deep breaths while I wipe my eyes with the hem of the bed sheets. "OK...I'll tell you what I remember..."

"Our shift started at midnight...Charlie and me. It had been a normal quiet night, and the guards from the previous shift had nothing to report but a green board. That's what we call it when the control board shows no problems or malfunctions... Well anyways, Charlie usually walks the perimeter patrol, 'cause he likes being outside so he can grab a smoke. Right, so...at about two forty five in the morning, Charlie heads out for the three o'clock patrol. Uh...we have to do a perimeter patrol every hour. So, Charlie is walking the buildings, and when he gets to warehouse three, he calls in that he sees this strange light coming from the upper windows."

"So, I tell him to hold on while I call up the cameras for the building. When I scan through them, I see this guy...all dressed in this long black trench coat. He's waving his arms and hands around in some pattern, and I don't know...it looks really weird. I turn on the camera's microphone and turn up the sound. I can hear this guy talking in some foreign language...but it sounds like he's saying the same thing over and over. I tell Charlie what I see and hear, and he mumbles something about terrorists and how they pray before the blow themselves up or something... Anyway, I grab my duty belt, strap it on and grab two Mossbergs from the gun locker. Then I head out to meet Charlie...but as I'm approaching warehouse three, I feel this rumbling under the pavement. By the time I get to Charlie, the air is...I don't know...shimmering? Like when you look at a paved road on a really hot day. But there's no heat, it's still cold as a witch's tit outside. That's when we see the second guy..."

INTRODUCTION

As I recounted the events of that Tuesday night, I glanced often between the two agents. The woman had set aside my medical chart and now stood at the foot of my bed, studying me with cool grey eyes. Agent Summers would nod his head every so often, but never showed any signs of disbelief. Who were these people? "Go ahead Mr. Williams", Agent Summers says while glancing at his partner knowingly. "You were describing a second intruder?" Furrowing my brows I nodded, still trying to wrap my head around the image I recalled. "Yeah...at least I think it was a man. He was a really big dude, like some pro wrestler on television...ya' know? But the thing is...well, the guy was all on fire. No wait...that's not right... He was MADE OF FIRE!"

And even I said the words aloud, I knew my world and any sense of reality I may have had, was going to be forever changed...

Welcome to the Modern Path: Arcana of the Modern World - Featuring the "Spellcrafter Rule System"

~ GRC Team

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MODERN MAGIC SETTINGS

Magic in a modern setting can be applied in an assortment of many different applications and systems. Its power level and impact on this setting is really up to you. There are many different magic casting systems available that may be more appropriate to your style of gaming. In this supplement we cover some of the basics concepts

and propose an alternate magic casting system called "Spellcrafter" system.

The following basic settings are broken down into four systems.

ARCANE OF THE FORBIDDEN

This setting is where magic is extremely rare and difficult to cast. This type of setting is typically what you would find in a modern "horror" setting.

ARCANE HEROES

This setting is where magic is more common and what is normally found in the core rules of a fantasy based system. This section expands on the archetypes found in "The Modern Path – Heroes of the Modern World"

ARCANE OF THE MIND

This setting is not so much of a magic setting but rather a system of unique mental powers called "Psychic" abilities. Very similar to the more powerful psionics found in many fantasy settings but adjusted to provide a modern approach.

ARCANE OF THE SPELLCRAFTER

This setting is an alternate spellcasting system where magic is broken down into its basic form and can be applied in almost any configuration the user wishes.



Arcane of the Forbidden



Dusty tomes and scrolls that release ancient horrors that will drive you mad. In this setting, spellcasting is very rare and dangerous, but it is usable by anyone that wishes to open the ancient secrets.

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RITUAL INCANTATIONS

Ritual Incantations function like spells, except a character need not be a spell caster to cast them. Anyone can cast a ritual incantation simply by performing the correct arcane gestures and phrases. Ritual incantations don't use spell slots, so they don't have to be prepared ahead of time, and there's no limit on the number of times one can cast a ritual incantation per day. Since they do not use up spell slots, ritual incantations cannot be improved using meta-magic feats.

There is, of course, a catch. Ritual incantations take much longer to cast than normal spells. Success with an incantation is never assured, and the consequences for failure can be dramatic. The most powerful incantations can require rituals involving multiple participants, strange or expensive material components, or other aspects that make them difficult to cast.

DISCOVERING

The instructions for performing ritual incantations are generally found in various obscure tomes. Such books are filled with "magic spells," and most of them are utterly bogus. But hidden among the dross is the real stuff, and discerning whether a ritual incantation found in a book will actually work is a matter for experts in arcane lore.

Finding a set of instructions for a particular ritual incantation requires a successful Knowledge (arcana) check with a DC equal to the Spellcraft DC for the ritual incantation -10. Just learning of the existence of a particular ritual incantation is an easier

Knowledge (arcana) check, with a DC equal to the Spellcraft DC -15.

CASTING

At its core, casting a ritual incantation means having the required arcane components, then succeeding at a number of Spellcraft checks during the ritual incantation's casting time. Each ritual incantation lists how many Spellcraft checks are required to cast the ritual incantation successfully.

Unless otherwise specified, the caster makes Spellcraft checks every 10 minutes. Failing a Spellcraft check doesn't mean that the entire ritual incantation is a failure, just that the previous 10 minutes have been wasted. However, if you fail two Spellcraft checks in a row, the ritual incantation immediately fails. The consequences for failure result in a minor spellblight and the failure effect list under each spell. If the caster attempts the same ritual incantation again and fails, the Spellblight result is a major effect as well as the failure effect of the spell.

Even if the ritual incantation fails, material components are still lost and any failure effects, Sanity and Spellblight checks still takes effect.

COMPONENTS

Most ritual incantations require components not unlike spells, including verbal, somatic, focus, and material components.

In addition, some require secondary casters (abbreviated SC), or cause an additional Spellblight (abbreviated SB), or a Sanity check that may result in a madness (abbreviated SM).

If a ritual incantation requires secondary casters and there is a check for a Spellblight or Sanity check, all involved in the casting of the spell must make the same checks.

SECONDARY CASTERS

Some ritual incantations require multiple participants to cast successfully. These secondary casters (abbreviated SC) are indispensable to the success of the spell. No matter how many people are gathered in the dark room, chanting with candles, only one character, (generally the one with the highest Spellcraft check), is the primary caster who'll make the relevant checks. Secondary casters can help the primary caster with the "Aid Another" rules, but in addition, their presence maybe required for certain aspects of the ritual nonetheless. If a ritual incantation requires some other skill check, any of the secondary casters can make that check if they have a higher bonus than the primary caster. Even if you're not a required caster of the spell, you can step in and make the skill check if you're better at the relevant skill than the actual caster.

SPELLBLIGHTS

Some ritual incantations can damage or drain the caster in some way resulting in what is known as a Spellblight. Spellblights are curses, some functioning continuously and others manifesting only when the afflicted creature attempts to cast a spell or use a spell-like ability. In some cases the caster takes the spellblight regardless of the success or failure of the spell.

For further information about Spellblights, please see The Pathfinder Role Playing Game: Ultimate Magic, Chapter 2 or at <http://paizo.com/pathfinderRPG/prd/ultimateMagic/magic/spellblights.html>

SANITY AND MADNESS

Some ritual incantations also have a tremendous psychological shock on the mental abilities of the caster and can perhaps drive them insane. There are many different Sanity and Madness rules available to the GM and you should use the rule system you wish. The core rules on Sanity and Madness are available here:

<http://paizo.com/pathfinderRPG/prd/mastery/sanityAndMadness.html#sanity-and-madness>

SAVES AND SPELL RESISTANCE

If the ritual incantation allows a save, the formula to calculate it is included in the spell's description. For checks to overcome spell resistance, divide the spell's Spellcraft DC by 2 to get the effective caster level for the spell resistance check.

RITUAL INCANTATIONS AS SPELL-LIKE ABILITIES

Some creatures have spell-like abilities that duplicate the effects of ritual incantations. There's no chance of failure and no spellblight or sanity checks for such spell-like abilities, which don't require components of any kind and take only an attack action to activate.

FAILED RITUAL INCANTATIONS

Each ritual incantation has its own suggested consequences for failure, (two failed skill checks in a row), that may be used in place of a Spellblight roll. The final result is up to the GM of what is appropriate for the failure of the casting.

The following are additional spellblights that the GM may implement.

Attack: A creature is called from elsewhere to battle the caster (and often any bystanders and secondary casters). The ritual incantation's description tells the GM what Challenge Rating the creature should have, how it behaves, and how long it persists.

Augment: The ritual incantation was supposed to weaken or destroy its target, but it makes it more powerful instead. A damaging spell might heal its target or cause it to grow in size, for example.

Betrayal: The ritual incantation seemingly succeeds, but the subject of the ritual incantation (or in rare cases the caster) loses all Faction and Fame points but gains their opposites. In general, the subject now

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hates all it loved before the ritual incantation. The subject may keep its new Factions a secret. Whenever a character attempts a ritual incantation with a chance of betrayal failure, the GM should make the relevant die rolls in secret.

Damage: The simplest consequence of failure, damage is dealt to the caster or the target, depending on the ritual incantation.

Death: Someone, (usually the caster or the target), dies. Depending on the ritual incantation, a successful saving throw may avoid the effect of failure.

Delusion: The caster believes the ritual incantation had the desired effect, but in fact it had no effect or a very different one.

Falsehood: Common with divinations, the ritual incantation delivers false results to the caster, but the caster believes the results are true. Whenever a character attempts a ritual incantation with a chance of falsehood failure, the GM should make the relevant die rolls in secret.

Hostile Spell: The caster of the ritual incantation is targeted by a harmful spell or ritual incantation. The spell description specifies the specific spell or ritual incantation, save DC, and so on.

Mirror cast: The spell has the opposite effect of that intended.

Reversal: The spell targets the caster, rather than the intended target of the ritual incantation.

SPELLS

BALEFUL POLYMORPH

Transmutation

Skill Check: Spellcraft DC 41, 6 successes, and Knowledge (nature), 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, F, SC; **Casting Time:** 70 minutes (minimum); **Range:** Touch; **Target:** Helpless creature touched; **Duration:**

Permanent; **Saving Throw:** Fortitude negates (DC 17 + caster's Cha modifier) and see text; **Spell**

Resistance: Yes

As the polymorph incantation, except that you change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, toad, or viper). If the new form would prove fatal to the creature (such as polymorphing a land-bound target into a fish), the subject gets a +4 bonus on the save. If the ritual incantation succeeds, the target must also make a Will save. If this second save fails, the creature gains the Intelligence, Wisdom, and Charisma scores of its new form. It still retains its class and level, hit points, base attack bonus, base save bonuses, allegiances, extraordinary abilities, supernatural abilities, and spell-like abilities, as well as any spellcasting ability possessed.

Note that incorporeal or gaseous creatures are immune to being polymorphed, and a shapeshifter (such as a werewolf) can revert to its natural form as a move action.

Material Component: Laboratory equipment and alchemical supplies (\$9,000).

Focus: Part of the kind of creature that the target will turn into, such as a hair, scale, or feather. If you have a living, helpless creature that can serve as a model for the target creature, you gain a +2 bonus on the Spellcraft checks required for this incantation.

Secondary Casters: 12 required (not including the primary caster).

Failure: Reversal on all secondary casters, using the same saving throw DC.

BIBLIOLALIA

Divination

Skill Check: Knowledge Spellcraft DC 33, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, F, SM; **Casting Time:** 60 minutes (minimum); **Range:** Personal; **Target:** You; **Duration:**

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Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

The bibliolalia ritual incantation puts you in an oracular trance as you pore through books in a library. At the ritual incantation's conclusion, you uncover lore about an important person, place, or thing beyond the limits of mundane research.

The information gleaned through a bibliolalia ritual incantation isn't necessarily known to anyone, and it may not be in any of the books in the library. Nonetheless, something within the books triggers the burst of magical inspiration that reveals the information.

No set of rules can adequately describe how much information the bibliolalia incantation provides. If you have the item or person at hand, you'll learn more than if you just have a name or a cryptic clue.

Focus: A large library with at least a token occult section (\$9000).

Sanity Check: Will Save DC 13; failure results in one type of Insanity using the Insanity table available at: <http://paizo.com/pathfinderRPG/prd/mastery/sanityAndMadness.html#sanity-and-madness>

Failure: Falsehood. The bibliolalia ritual incantation reveals information that seems accurate, but is actively misleading.

BODY DOUBLE

Conjuration

Skill Check: Spellcraft DC 39, 6 successes (and see text) and Disguise DC 39, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M (see text), SM; **Casting Time:** 7 hours (minimum); **Range:** Touch; **Effect:** One duplicate creature; **Duration:** 12 days; **Saving Throw:** None; **Spell Resistance:** No

The body double ritual incantation creates a duplicate of any creature formed from mystic clay, with alchemical blood and an eldritch life of its own.

At first glance, the duplicate appears to be exactly the same as the creature you modeled it after, but there are differences: The body double has only half the level or Hit Dice (which affects its skills, feats, and class features). It has the surface mannerisms and personality of the real creature, but its Intelligence, Wisdom, and Charisma scores are all 5. Creatures familiar with the original might detect the ruse with a successful Perception check. You must make a Disguise check when you cast the incantation to determine how good the likeness is, and this Disguise check sets the DC for Perception checks (to notice imperfections in the duplication) and Sense Motive checks (to discern that the body double is behaving oddly).

At all times the body double remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. The body double has no ability to become more powerful. It cannot earn experience points. If destroyed, it reverts to clay and melts into a vaguely humanoid lump within 1 minute. The body double doesn't naturally heal and responds to neither conventional medicine nor natural healing. A complex process requiring at least one day, materials (\$50 + \$10 per hit point), and a fully equipped magical laboratory can repair damage to the body double.

Material Component: The spell is cast over an elaborate clay simulacrum of the creature to be duplicated, and some piece of the creature (a hair or fingernail, for instance) must be placed within the clay. Additionally, the ritual incantation requires rare earths and unguents (\$35,000).

Sanity Check: Will Save DC 29; failure results in one type of Insanity using the Insanity table available at: <http://paizo.com/pathfinderRPG/prd/mastery/sanityAndMadness.html#sanity-and-madness>

Failure: Betrayal. The body double has Faction allegiances opposite the original creature and a pathological hatred of both the original creature and the caster. Furthermore, the body double isn't under the command of the caster, although it may play

along for a while; so it can learn about its new enemies.

CADUCEUS

Conjuration

Skill Check: Spellcraft DC 31, 4 successes, and Heal DC 31, 2 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, F; **Casting Time:** 6 hours (minimum); **Range:** Touch; **Target:** Living creature; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Caduceus enables you to channel magic into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: temporary ability damage (but not permanent ability drain), blindness (including dazzled effects), confusion or insanity, daze, deafness, fatigue, exhaustion, feeblemindedness, nausea, and poison. It also cures up to 150 points of damage. A single casting of the ritual incantation is enough to simultaneously achieve all these effects.

Caduceus also removes negative levels, but it does not restore permanently drained levels.

The caduceus incantation has no effect on undead or constructs.

Focus: Medical equipment found in a hospital emergency room (\$9000).

Failure: Death. Target must succeed at a Fortitude save (DC 15) or die. If the save succeeds, the target is reduced to –1 hit point, unless he was already below that.

CAST INTO SHADOW

Abjuration

Skill Check: Spellcraft DC 33, 6 successes (see text); **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SM, SB; **Casting Time:** 1 hour (minimum); **Range:** 55 ft.; **Target:** One or more

outsiders, no two of which can be more than 30 ft. apart; **Duration:** Permanent; **Saving Throw:** Fortitude negates (DC 17 + caster's Cha modifier) and see text; **Spell Resistance:** Yes

The cast into Shadow incantation enables you to force outsiders (usually, but not always, fiends) away from the world you know, trapping them in some distant dimension. Up to 2 HD of creatures per caster level can be sent away in this fashion.

To target a creature, you must present at least one object or substance that it hates, fears, or otherwise opposes.

If you successfully overcome the target's spell resistance, and the target fails its save, the target disappears. In general, targets never find their way back from beyond Shadow—or if they do, they don't remember their previous time here.

Options: If the target or targets are all helpless, the DC for the incantation is reduced by –6. At the GM's option, certain rare items might work twice as well (each providing +2 against spell resistance and +4 on the spell's DC).

Material Component: An object the creature hates, fears, or opposes. Discovering such an item may require a Knowledge check.

Sanity Check: Will Save DC 23; failure results in one type of Insanity using the Insanity table available at: <http://paizo.com/pathfinderRPG/prd/mastery/sanityAndMadness.html#sanity-and-madness>

Spellblight: Will Save DC 23, failure results in a minor spellblight using the minor spellblight table available at: <http://paizo.com/pathfinderRPG/prd/ultimateMagic/magic/spellblights.html>

Failure: Attack from an outsider of the same alignment. The attacking outsider has a Challenge Rating equal to the average party level +1. It attacks the caster within a few rounds of the ritual incantation's failure. It has been brought to this world by the failed ritual incantation, so it may

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retreat and try to make a home for itself here. It will always bear a grudge against the caster for bringing it here, however, and it is a potential source of later mischief.

CONTROL WEATHER

Evocation

Skill Check: Spellcraft DC 34, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, SC; **Casting Time:** 60 minutes (minimum); **Range:** Two miles; **Area:** Two-mile-radius circle, centered on you; **Duration:** 24 hours (D); **Saving Throw:** None; **Spell Resistance:** No

You change the weather in the local area. It takes 10 minutes for the effects to manifest after the ritual incantation is completed. The current, natural weather conditions are determined by the GM. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use an attack action to designate a new kind of weather (which fully manifests itself 10 minutes later).

Contradictory conditions are not possible simultaneously— fog and strong wind, for example.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Secondary Casters: 12 required (not including the primary caster).

Failure: Mirror cast. The opposite weather effect manifests over the course of 10 minutes (rain rather than a heat wave, for example, or a thaw rather than a blizzard). This weather persists for 4d12 hours and cannot be dismissed.

CREATE CLONE

Necromancy

Skill Check: Spellcraft DC 32, 7 successes, and Knowledge (nature) DC 32, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, F, SM; **Casting Time:** 8 hours (minimum) and see text; **Range:** Touch; **Effect:** One clone; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This ritual incantation makes an inert duplicate of a creature. If the original individual has been slain, the original's soul transfers to the clone, creating a replacement. The original's physical remains, should they still exist, become inert matter and cannot thereafter be restored to life.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) taken from the original's living body, with a volume of at least 1 cubic inch. The piece of flesh need not be fresh, but it must be kept from rotting (through periodic applications of cure minor wounds or more advanced medical means). Prior to the ritual incantation being cast, the duplicate body must be grown in a laboratory for 2d4 months.

When the clone is completed, if the original is dead, the original's soul enters the clone. The clone has the personality, memories, skills, and levels the original had at the time the piece of flesh was taken. However, the replacement must be at least one level

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lower than the original was at the time of death. If the original was 1st level, the clone's Constitution score drops by 1; if this would give the clone a Constitution score of 0, the ritual incantation fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is at the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is somehow unavailable, but the resulting creature is merely a soulless bit of inert flesh, which rots if not somehow preserved.

Material Component: The piece of flesh and various laboratory supplies (\$9000).

Focus: Genetics laboratory (\$35,000).

Sanity Check: Will Save DC 22; failure results in one type of Insanity using the Insanity table available at: http://paizo.com/pathfinderRPG/prd/mastery/sanityAndMadness.html#_sanity-and-madness

Failure: Betrayal, and possibly reversal as well. If the caster and cloned creature were allies or neutral toward one another, then the cloned creature gains an alignment opposite the ones it once had. If the caster and cloned creature were enemies, then each one gains the Factions the other one had (although neither one knows the other has new Factions).

CREATE GOLEM

Conjuration

Skill Check: Spellcraft DC 32, 7 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SM; **Casting Time:** 7 hours (minimum); **Range:** Touch; **Target:** One corpse; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This ritual incantation fuses an elemental spirit with a patchwork collection of body parts knitted into a single bipedal form. Create golem brings a flesh

golem to life under your command. The golem can follow simple instructions. It does not speak.

Options: If you want to create a gear golem rather than a flesh golem, increase the DC of the Spellcraft check by +8 and increase the Sanity check by +7. If you want to create an advanced golem, increase the DC of the Spellcraft and Sanity check by +2 for each additional Hit Die.

Material Component: The body of the golem must be made to exacting eldritch specifications, with rare ingredients and unusual components (\$9,000).

Sanity Check: Will Save DC 22; failure results in one type of Insanity using the Insanity table available at: http://paizo.com/pathfinderRPG/prd/mastery/sanityAndMadness.html#_sanity-and-madness

Failure: Attack. The golem immediately goes berserk, attacking everyone and everything.

CREATE UNDEAD

Necromancy

Skill Check: Spellcraft DC 31, 7 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SM; **Casting Time:** 7 hours (minimum); **Range:** Touch; **Target:** One corpse or skeleton; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

Much more potent than the animate dead spell, this evil ritual incantation allows you to create a powerful undead creature from the creature's dead remains. The ritual incantation raises a corpse as a liquefied zombie, mummy, or vampire. It turns a skeleton into an ash wraith or spirit, and the bones turn to dust upon completion of the ritual incantation.

You can create an undead creature up to 20 Hit Dice, and you may control up to 20 Hit Dice of undead at a time. If you create new undead in excess of this amount, older undead slip from your control.

This ritual incantation must be cast at night.

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Options: The type of undead you're creating has a great influence on the Spellcraft check DC. Apply the following modifiers: animating spirit -10, frightful spirit -8, groaning spirit -6, Small or smaller liquefied zombie -4, Medium liquefied zombie -2, weakening spirit +0, mummy +0, Large liquefied zombie +0, possessing spirit +2, Huge liquefied zombie +2, ash wraith +4, Gargantuan liquefied zombie +8, Colossal liquefied zombie +10. If you're creating a vampire, increase the DC of the Spellcraft check by the vampire's Hit Dice + 4.

Material Components: A clay pot filled with grave dirt and another filled with brackish water. The spell requires a creature's corpse or complete skeletal remains. You must place a black onyx gem (\$2,000) into the mouth of the corpse or skeleton. The magic of the spell turns the gem into a worthless shell.

Sanity Check: Will Save DC 21; failure results in one type of Insanity using the Insanity table available at: http://paizo.com/pathfinderRPG/prd/mastery/sanityAndMadness.html#_sanity-and-madness

Failure: Betrayal and attack. The undead creature rises and attacks the caster immediately, fighting until slain.

DEDICATE SITE

Evocation

Skill Check: Spellcraft DC 35, 5 successes, and Spellcraft DC 35, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SC, SB; **Casting Time:** 6 hours (minimum); **Range:** Touch; **Area:** 120-ft.- radius emanation centered on touched point; **Duration:** One year; **Saving Throw:** See text; **Spell Resistance:** See text

Dedicate site makes a particular place, building, or structure particularly attuned to a specific allegiance. This has two major effects.

First, the site or structure is guarded by a magic circle effect (as the spell) against any allegiance you choose.

Second, you may choose to fix a single spell effect to the dedicated site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share an allegiance with you, or creatures that have another allegiance. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting the dedicate site ritual incantation again.

Spell effects that may be tied to a dedicated site include aid, bane, bless, cause fear, darkness, daylight, detect magical aura, discern lies, dispel magic, freedom of movement, remove fear, resist energy, silence, tongues, and zone of truth. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one dedicate site spell (and its associated spell effect) at a time.

Material Component: Various symbols relevant to your alignment (\$9,000).

Secondary Casters: 11 required (not including the primary caster).

Spellblight: Will Save DC 25, failure results in a minor spellblight using the minor spellblight table available at:

<http://paizo.com/pathfinderRPG/prd/ultimateMagic/magic/spellblights.html>

Failure: Hostile spell. The primary caster is targeted with a bestow curse spell, but does not get a saving throw or spell resistance. The GM chooses the exact curse.

GREATER DISPEL MAGIC

Abjuration

Skill Check: Spellcraft DC 31, 4 successes, and Spellcraft DC 31, 2 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SB; **Casting Time:** 60 minutes (minimum); **Range:**

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220 ft.; **Target:** One spellcaster, creature, or object; or 30-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

As the dispel magic spell, except that the bonus on the dispel check is +15, not the caster level. Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect.

Material Component: Various rare incenses, herbs, and reagents (\$2,000).

Spellblight: Will Save DC 21, failure results in a minor spellblight using the minor spellblight table available at:

<http://paizo.com/pathfinderRPG/prd/ultimateMagic/magic/spellblights.html>

Failure: Augment. One characteristic of the magical effect targeted (area, range, duration, etc.) doubles. The target spell might deal twice as much damage or a curse might bestow twice the penalty, for example. The GM determines which aspect of the target spell is so augmented.

MYSTIC VEIL

Illusion

Skill Check: Spellcraft DC 34, 7 successes (and see text); **Failure:** Two consecutive failed skill checks; **Components:** V, S, M (see text), SB; **Casting Time:** 70 minutes (minimum); **Range:** 55 ft.; **Effect:** Visual and audible figment that covers 12 10-foot cubes (S); **Duration:** 12 hours; **Saving Throw:** None or Will disbelief (if interacted with) (see text); **Spell Resistance:** No

This ritual incantation combines several elements to create a powerful protection from scrying and direct observation. When casting the ritual incantation, you dictate what will and will not be observed in the ritual incantation's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. A band of people standing in a meadow could be concealed as an empty meadow with birds chirping, for instance.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlookers in the area would become suspicious if marching soldiers disappeared at one point to reappear at another. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Options: You can create the material component for the mystic veil illusion yourself at no cost. If you do, the ritual incantation also requires a successful Perform (visual arts) check (DC 34).

Material Component: Realistic paintings, digitally-altered photos, or other representations of the desired illusion (\$900).

Spellblight: Will Save DC 24, failure results in a minor spellblight using the minor spellblight table available at:

<http://paizo.com/pathfinderRPG/prd/ultimateMagic/magic/spellblights.html>

Failure: Delusion. The caster and anyone else present at the conclusion of the ritual incantation believe the mystic veil is effective, but no one else is fooled.

POLYMORPH

Transmutation

Skill Check: Spellcraft DC 31, 5 successes, and Knowledge (nature) DC 31, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, F; **Casting Time:** 60 minutes (minimum); **Range:** Touch; **Target:** Willing creature touched; **Duration:** 12 minutes; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

ARCANE OF THE FORBIDDEN

The polymorph ritual incantation gives a creature another form that you designate, which must be within one size category of the subject's normal size. The new form can have no more Hit Dice than you or the subject has (whichever is greater), and in any case the assumed form cannot have more than 15 Hit Dice. You can transform the subject into an average member of its own species. The new form cannot be an elemental, outsider, or undead unless the subject is that type already. The new form can't be incorporeal or gaseous.

The subject's Strength, Dexterity, and Constitution scores change to the average scores for the new form. The subject doesn't gain or lose any hit points, regardless of its new Constitution score.

The subject retains its own Intelligence, Wisdom, and Charisma scores. The subject's class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The subject also retains all extraordinary, supernatural, and spell-like abilities, as well as any spellcasting ability.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. The subject is effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

The subject acquires the physical qualities of the new form while retaining its own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, up to a maximum speed of 120 feet for flying or 60 feet for nonflying), darkvision and/or low-light vision, natural armor bonus, natural weapons (such as claws, bite, and so on), species skill bonuses, species bonus feats, and

any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal.

The subject also gains any extraordinary special qualities possessed by the new form. You do not gain any extraordinary special qualities not listed above under physical qualities, such as blindsight, fast healing, regeneration, energy resistance, scent, or spell resistance. You do not gain any supernatural abilities or spell-like abilities of the new form.

If the new form is capable of speech, the subject can communicate normally. Though the subject retains any spellcasting ability he had in his original form, the form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have humanlike hands to use somatic or material components.

When the polymorph occurs, the subject's equipment, if any, either remains worn or held by the new form (if the new form is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When the subject reverts to his true form, any objects previously melded into the new form reappear in the same locations they previously were and are once again functional. Any new items he wore in polymorphed form and can't wear in his normal form fall off and land at his feet; any that he could wear in either form or carried in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

Options: If you have a living, helpless creature that can serve as a model for the target creature, the DC on the Spellcraft checks for this ritual incantation is reduced by -2.

Material Component: Part of the kind of creature that the target will turn into, such as a hair, scale, or feather.

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Focus: Laboratory equipment (\$9,000).

Failure: Damage. The target takes 12d6 points of damage.

POSSESSION

Necromancy

Skill Check: Spellcraft DC 34, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SM; **Casting Time:** 60 minutes (minimum); **Range:** Touch; **Target:** One helpless creature of fewer Hit Dice than you; **Duration:** 12 hours; **Saving Throw:** Will negates (DC 16 + caster's Charisma modifier); **Spell Resistance:** Yes

By casting the possession ritual incantation, you place the subject's soul in a receptacle (a gem or large crystal) while your soul inhabits the subject's body, leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the receptacle. The spell ends when you send your soul back to your own body (restoring the subject's soul to its body and causing the receptacle to crumble into dust).

You possess the body and force the creature's soul into the receptacle unless the subject succeeds at a Will save. Failure to take over the host leaves your life force in your body, and the receptacle turns to dust. If successful, your life force occupies the host body, and the host's life force is imprisoned in the receptacle. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities.

The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As an attack or move action, you can send the trapped soul back to its body and return to yours. This ends the spell.

If the host body is slain, you return to your body and the life force of the host departs (that is, it is dead). If the spell ends while you are in a host, you return to your body and the soul in the receptacle returns to its body. Destroying the receptacle ends the spell and returns both souls to their original bodies. The spell can be dispelled at either the receptacle or the host.

When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

Material Component: A large gem or crystal (\$9,000).

Sanity Check: Will Save DC 24; failure results in one type of Insanity using the Insanity table available at: <http://paizo.com/pathfinderRPG/prd/mastery/sanityAndMadness.html#sanity-and-madness>

Failure: Mirror cast. You wind up trapped inside the receptacle, and the subject's soul inhabits your body.

QUARTZ COMPULSION

Enchantment (Language-Dependent)

Skill Check: Spellcraft DC 33, 6 successes, and Intimidate DC 33, 2 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, F, SB; **Casting Time:** 80 minutes (minimum); **Range:** Unlimited; **Target:** One creature with fewer Hit Dice than you; **Duration:** 16 hours (see text); **Saving Throw:** Will partial (DC 18 + caster's Cha modifier); **Spell Resistance:** Yes

The quartz compulsion ritual incantation lets you telepathically contact the subject by gazing through a quartz shard, regardless of where the subject is located. You can telepathically converse for 16 minutes with the subject. Your telepathic contact can also contain a suggestion (as per the suggestion spell), which the subject does her best to carry out. A

ARCANE OF THE FORBIDDEN

successful Will save negates the suggestion effect but not the contact itself. Telepathic communication is possible even if the creature's Intelligence score is as low as 1, but you must have a language in common with the subject to communicate. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the quartz compulsion comes, the message is understood but the suggestion is ineffective.

Focus: A carefully cut shard of quartz (\$3,500).

Spellblight: Will Save DC 23, failure results in a minor spellblight using the minor spellblight table available at:

<http://paizo.com/pathfinderRPG/prd/ultimateMagic/magic/spellblights.html>

Failure: Reversal. You converse with the subject normally, but the suggestion attempt automatically fails, and the subject can instead compel you (as per the suggestion spell). You don't get a saving throw, and spell resistance does not apply. Depending on the specific suggestion, you may not realize that your attempt failed or that you've been compelled.

SATELLITE TRACKING

Divination

Skill Check: Spellcraft DC 34, 6 successes, and Knowledge (technology) DC 34, 2 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, F; **Casting Time:** 80 minutes (minimum); **Range:** Unlimited; **Target:** One living creature or object; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

A satellite tracking ritual incantation is among the most powerful means of locating creatures or objects. You learn the exact location of a single individual or object. Satellite tracking circumvents normal means of protection from scrying or location.

The ritual incantation reveals global positioning system (GPS) coordinates for the subject, and a successful computer search (Knowledge (technology)

check, DC 10) supplies the name of the location (place, name, business name, building name, or the like), community, county (or similar political division), and country where the subject lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched the object at least once.

Focus: A satellite dish, computer, and telemetry software (\$1,200).

Failure: Falsehood. The caster obtains bogus GPS data. At the GM's discretion, the bogus data may lead the caster to a creature or object thematically similar to the intended target.

SIGIL OF ALGOS

Enchantment

Skill Check: Spellcraft DC 32, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SM; **Casting Time:** 60 minutes (minimum); **Range:** Touch; **Effect:** 60 ft. burst centered on magic rune (see text); **Duration:** 12 minutes (and see text); **Saving Throw:** Will negates (DC 16 + caster's Charisma modifier); **Spell Resistance:** Yes

This ritual incantation, named after the Greek god of pain, allows you to scribe a potent rune of power upon a surface. When triggered, the sigil of Algos causes one or more creatures within 60 feet of the rune (treat as a burst) to suffer wracking pain if they fail a Fortitude save. The pain imposes a -4 penalty on attack rolls, skill checks, and saving throws. These effects last for 12 hours after the creature leaves the area of the spell.

Once triggered, the symbol becomes active and glows, lasting for 12 minutes. Any creature that enters the area while the sigil of Algos is active is subject to its effects, whether or not that creature was in the area when it was triggered. A creature need only save against the symbol once as long as it remains within the area, though if it leaves the area

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and returns while the symbol is still active, it must save again.

Until it is triggered, the sigil of Algos is inactive (though visible and legible at a range of up to 60 feet). To be effective, a sigil of Algos must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders it ineffective (unless a creature removes the covering, in which case the sigil of Algos works normally).

As a default, a sigil of Algos is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a sigil of Algos can't trigger it (even if they meet one or more of the triggering conditions, such as reading it). Once the ritual incantation is complete, the triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a sigil of Algos to render it inoperative triggers it if it reacts to touch. You can't use a sigil of Algos offensively; for instance, a touch-triggered rune remains untriggered if an item bearing the sigil of Algos is used to touch a creature. Likewise, a sigil of Algos cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a sigil of Algos can be based on a creature's name, identity, or allegiances, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

When scribing a sigil of Algos, you can specify a password or phrase that prevents a creature using it from triggering the rune. Anyone using the password remains immune to that particular rune's effects so long as the character remains within 60 feet of the

sigil of Algos. If the character leaves the radius and returns later, he must use the password again. You also can attune any number of creatures to the sigil of Algos, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (up to ten creatures) extends the casting time by 1 hour. Attuning a large group (up to 25 creatures) takes one day. Attuning larger groups takes proportionately longer, as the GM sees fit. Any creature attuned to a sigil of Algos cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own sigils, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a sigil of Algos with a successful Knowledge (arcana) check (DC 16). Of course, if the sigil of Algos is set to be triggered by reading it, this will trigger the symbol.

The sigil of Algos can be removed by a successful dispel magic targeted solely on the rune. A clean spell has no effect on a sigil of Algos. Destruction of the surface where a sigil of Algos is inscribed destroys the rune but also triggers its effects.

Note: Magic traps such as sigil of Algos are hard to detect and disable. Characters can use the Search skill to find a sigil of Algos and the Disable Device skill to thwart it. The DC in each case is 31.

Material Component: Rare alchemical paints and herbs (\$2000).

Sanity Check: Will Save DC 22; failure results in one type of Insanity using the Insanity table available at: http://paizo.com/pathfinderRPG/prd/mastery/sanityAndMadness.html#_sanity-and-madness

Failure: Reversal. The sigil affects anyone, including the caster and any bystanders, who looks at it or reads it.

SIGIL OF LYSSA

Enchantment

Skill Check: Spellcraft DC 35, 7 successes (and see text); **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SM; **Casting Time:** 70 minutes (minimum); **Range:** Touch; **Effect:** 60 ft. burst centered on magic rune (see text); **Duration:** 16 minutes (and see text); **Saving Throw:** Will negates (DC 18 + caster's Charisma modifier); **Spell Resistance:** Yes

As the sigil of Algos ritual incantation, except that the rune causes creatures within 60 feet of the rune (treat as a burst) to go temporarily insane if they fail their Will saves. Creatures affected by this spell behave randomly for the next 16 hours, as indicated on the following table:

1d10	Behavior
1	Wander away for 1 minute (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round on the creature's turn to see what the subject does that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Behavior is checked at the beginning of each creature's turn. Any confused creature that is attacked automatically attacks its attackers on its next turn. Remove curse won't end the insanity, but a break enchantment spell or heal ritual incantation will.

Once triggered, the symbol becomes active and glows, lasting for 16 minutes. Any creature that enters the area while the sigil of Lyssa is active is subject to its effects, whether or not that creature was in the area when it was triggered. A creature need only save against the symbol once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Read magic allows you to identify a sigil of Lyssa with a successful Spellcraft check (DC 18). Of course, if the sigil of Algos is set to be triggered by reading it, this will trigger the symbol.

Note: Magic traps such as sigil of Lyssa are hard to detect and disable. Characters can use the Search skill to find a sigil of Lyssa and Disable Device to thwart it. The DC in each case is 33.

Material Component: Rare alchemical paints and herbs (\$9,000).

Sanity Check: Will Save DC 25; failure results in one type of Insanity using the Insanity table available at: <http://paizo.com/pathfinderRPG/prd/mastery/sanityAndMadness.html#sanity-and-madness>

Failure: Reversal. The sigil affects anyone, including the caster and any bystanders, who looks at it or reads it.

SUBJUGATE OUTSIDER

Conjuration

Skill Check: Spellcraft DC 33, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SC, SB; **Casting Time:** 6 hours (minimum); **Range:** 55 ft.; **Target:** One outsider of up to CR 6 (see text); **Duration:** Instantaneous (see text); **Saving Throw:** Will negates (DC 16 + caster's Charisma modifier); **Spell Resistance:** Yes

Casting this ritual incantation attempts a dangerous act: to lure a creature from another dimension or plane to a specifically prepared trap. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

The trap is a ward similar to a magic circle spell, but focused inward. The type of creature to be bound must be known and stated. If it has a specific, proper, or given name, this must be uttered during the ritual incantation. If you wish to call a vivilor with this ritual incantation, you can choose its abilities just as if you had cast the summon vivilor spell.

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The target creature must attempt a Will saving throw. If the saving throw succeeds, the creature resists the ritual incantation. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep the creature from being called). The creature can escape from the trap with a successful spell resistance roll or a successful Charisma check (DC 20 + the caster's Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack you.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The GM then assigns a bonus based on the service and reward, from +0 to +6. This bonus applies to your Charisma check. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell or ritual incantation. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the trap and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the ritual incantation remains in effect for a maximum of ten days, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

Options: If you call an outsider of CR 11 to CR 15, the DC for the ritual incantation is increased by +4. If you call an outsider of CR 16 or higher, the DC for the ritual incantation is increased by +8.

Material Component: Various rare alchemical pigments (\$9,000), which are used to trace a series

of symbols in a circle on the floor. This circle is the trap for the outsider.

Secondary Casters: 12 required (not including primary caster).

Spellblight: Will Save DC 23, failure results in a minor spellblight using the minor spellblight table available at:

<http://paizo.com/pathfinderRPG/prd/ultimateMagic/magic/spellblights.html>

Failure: Attack. The called outsider immediately attacks the casters, and is thereafter roams the world freely for 10 days before returning to its home plane or dimension.

TELEPORT

Conjuration

Skill Check: Spellcraft DC 31, 5 successes, and Survival DC 31, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, SC, SB; **Casting Time:** 60 minutes (minimum); **Range:** Personal and Touch; **Target:** You, up to six touched willing creatures, and touched objects weighing up to 500 lb./level; Duration: Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This ritual incantation instantly transports you to a designated destination up to 1,000 miles away. You can bring along up to 500 pounds of touched objects and up to six additional willing creatures (and their gear or objects up to their maximum load). All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. The creatures may be the secondary casters of the ritual incantation, but they don't need to be.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

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Options: If you have global positioning system coordinates for your destination, decrease the Spellcraft and Survival check DCs by –2.

Secondary Casters: Three required (not including primary caster).

Spellblight: Will Save DC 21, failure results in a minor spellblight using the minor spellblight table available at:

<http://paizo.com/pathfinderRPG/prd/ultimateMagic/magic/spellblights.html>

Failure: Mirror cast. If the second consecutive Spellcraft check fails by 5 or less, you arrive off target, appearing safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to be traveled. The GM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, and so forth.

If the second Spellcraft check fails by 6 or more, you wind up in an area that's visually or thematically opposite to the destination. The GM determines the point of arrival.



Arcane Heroes



Arcane Heroes is based on the traditional spellcasting system found in the core rules and the archetypes found in the "Classic Heroes" setting in The Modern Path: Heroes of the Modern World.

ARCANE HEROES

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SPELL CASTING

A spell casting archetype can use Intelligence, Wisdom, or Charisma attribute to cast spells. Other than the Mystic archetype, this attribute is assigned by what archetype is taken.

A spell casting archetype can casts spells drawn from either arcane or divine spell types. The archetype's spell list is the same as many of the spell casting classes listed in the core rules. The spell list that the archetype draws from is listed with the spell casting archetype. How a spell casting archetype learns and cast spells is also reflected under the archetype.

To learn or cast a spell, a spell casting archetype must have an attribute score equal to at least 10 + the spell level. In addition, (for game balance vs. non-spell casting archetypes), all spell casting archetypes must have the "Spell Casting" training ability. This training ability is available to all spell casting archetypes and must be acquired before casting spells.

SPELL CASTING

A spell-caster casts spells drawn from either arcane or divine spell types, but you only have access to the Universal spells.

A spell-caster can increase his scope of spells by taking various archetypes training abilities such as a Mystic's Training: "Arcane School".

Spell casting archetypes have an assigned spell list; such as the Mage archetype which gains the Wizard spell list.

SPELLS PER DAY

A spell-caster can cast only a certain number of spells, of each spell level, per day. In addition, he receives bonus spells per day if he has a high chosen ability score. This cart is universal for all spell casting archetypes. The GM is free to adjust this chart if need.

Level	Spells per Day									
	0	1	2	3	4	5	6	7	8	9
1st	1	1	—	—	—	—	—	—	—	—
2nd	2	2	—	—	—	—	—	—	—	—
3rd	2	2	1	—	—	—	—	—	—	—
4th	2	2	2	—	—	—	—	—	—	—
5th	2	2	2	1	—	—	—	—	—	—
6th	2	2	2	2	—	—	—	—	—	—
7th	2	2	2	2	1	—	—	—	—	—
8th	2	2	2	2	2	—	—	—	—	—
9th	2	2	2	2	2	1	—	—	—	—
10th	2	2	2	2	2	2	—	—	—	—
11th	2	2	2	2	2	2	1	—	—	—
12th	2	2	2	2	2	2	2	—	—	—
13th	2	2	2	2	2	2	2	1	—	—
14th	2	2	2	2	2	2	2	2	—	—
15th	2	2	2	2	2	2	2	2	1	—
16th	2	2	2	2	2	2	2	2	2	—
17th	2	2	2	2	2	2	2	2	2	1
18th	2	2	2	2	2	2	2	2	2	2
19th	3	3	3	3	3	3	3	3	3	3
20th	4	4	4	4	4	4	4	4	4	4

SPELLS KNOWN

A spell-caster can learn only a certain number of spells per level. This cart is universal for all spell casting archetypes. The GM is free to adjust this chart if need.



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Level	Spells Known									
	0	1	2	3	4	5	6	7	8	9
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

The Difficulty Class for a saving throw against a spell-caster's spell is 10 + the spell level + the spell-caster's attribute modifier.

ARCHETYPES

ACOLYTE

The Acolyte spell casting attribute is Wisdom and uses the Cleric spell list.

The Acolyte also gains access to any divine, item creation, and meta-magic feats as bonus class feats.

TRAINING

CHANNEL ENERGY

Benefit: Regardless of alignment, any Acolyte can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good Acolyte (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil Acolyte (or a neutral Acolyte who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral Acolyte of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the Acolyte can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the Acolyte. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two Acolyte levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the Acolyte's level + the Acolyte's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. An Acolyte may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. An Acolyte can choose whether or not to include herself in this effect.

An Acolyte must be able to present her holy symbol to use this ability.

DIVINE SKILLS

Benefit: You gain a competence bonus to all the following skill checks equal to half your level.

Diplomacy, Heal, Knowledge (arcana), Knowledge (history), Knowledge (nobility), Knowledge (planes), Knowledge (religion), Linguistics, Sense Motive, and Spellcraft.

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SPONTANEOUS CASTING

Benefit: A good Acolyte (or a neutral Acolyte of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The Acolyte can “lose” any prepared spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with “cure” in its name).

An evil Acolyte (or a neutral Acolyte of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with “inflict” in its name).

An Acolyte who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the Acolyte channels positive or negative energy (see channel energy).

TURN OR REBUKE MAGICAL BEAST

Calling upon higher powers, you cause Magical Beasts to flee from the might of your unleashed divine energy.

Prerequisites: Channel positive energy class feature.

Benefit: You can, as a standard action, use one of your uses of channel positive energy to cause all Magical Beasts within 30 feet of you to flee, as if panicked. Magical Beasts receive a Will save to negate the effect. The DC for this Will save is equal to $10 + 1/2$ your level + your Charisma modifier. Magical Beasts that fail their save flee for 1 minute. Intelligent Magical Beasts receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

TURN OR REBUKE OUTSIDER

Calling upon higher powers, you cause Outsiders to flee from the might of your unleashed divine energy.

Prerequisites: Channel positive energy class feature.

Benefit: You can, as a standard action, use one of your uses of channel positive energy to cause all Outsiders within 30 feet of you to flee, as if panicked. Outsiders receive a Will save to negate the effect. The DC for this Will save is equal to $10 + 1/2$ your level + your Charisma modifier. Outsiders that fail their save flee for 1 minute. Intelligent Outsiders receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

TURN OR REBUKE UNDEAD

Calling upon higher powers, you cause undead to flee from the might of your unleashed divine energy.

Prerequisites: Channel positive energy class feature.

Benefit: You can, as a standard action, use one of your uses of channel positive energy to cause all undead within 30 feet of you to flee, as if panicked. Undead receive a Will save to negate the effect. The DC for this Will save is equal to $10 + 1/2$ your cleric level + your Charisma modifier. Undead that fail their save flee for 1 minute. Intelligent undead receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

ARCANE ARRANGER

The Arcane Arranger spell casting attribute is Charisma and uses the Bard spell list.

The Arcane Arranger also gains access to any performance feats as bonus class feats.

TRAINING

ARCANE HEROES

EXPERT IN YOUR FIELD

The Arcane Arranger is considered a master of connections, such that his reputation precedes him in his dealings with others.

Benefit: You gain a competence bonus to all the following skill checks equal to half your level.

Acrobatics, Appraise, Bluff, Climb, Diplomacy, Disguise, Escape Artist, Intimidate, Linguistics, Perception, Perform (any), Sense Motive, Sleight of Hand, Spellcraft, Stealth, and Use Magic Device.

FALSE ALLEGIANCE

The Arcane Arranger fits in with whatever group he chooses to be with.

Benefit: The Arcane Arranger can successfully emulate a Faction he knows about. He gains the +2 circumstance bonus on Charisma-based skills when dealing with an individual of the same Faction. The Faction and its bonus is considered in effect until a check is failed, at which point the false Faction is revealed.

Supernatural and spell-like abilities that determine allegiance are not affected by the Arcane Arranger's false allegiance ability.

PACK RAT

Benefit: The Arcane Arranger is considered to have considerable material resources either at hand or easily and cheaply acquired. When the Arcane Arranger needs to determine if a particular item is "at hand," he can use any social skill to acquire the item with a DC is $10 + 1$ per \$1,000 (round up).

SHADOW RESOURCES

Benefit: The Arcane Arranger is well-enough wired into the social system to be able to get the names and numbers of individuals with particular abilities and talents. Even if away from his home stomping ground a phone call can produce a contact with the

needed resource. Make a level check plus charisma modifier. The difficulty of this task is based on how common the required abilities are:

Common Skill (Ride, Heal)	DC 10
Uncommon Skill (subgroups of other skills such as Knowledge or Craft)	DC 15
Rare Skill (skills available for a particular class: Spellcraft, Use Magic Device)	DC 20
Specific Feat	DC 20
Class Feature (spellcasting, turn undead)	DC 20
Specific Combination of Skills, Feats, and Abilities (someone with Knowledge (business) and the ability to cast the augury spell)	DC 25
Finding someone willing to perform activities secretly or illegally	DC +5
Finding someone with a specific level of ability	Add desired ranks to DC

A successful check indicates that the individual is available, and the Arcane Arranger knows about him. It does not guarantee the character contacted will be willing to perform the requested service-the party requesting the service must still negotiate for that person's services. An unsuccessful check means that no such individual is immediately known or available to the Arcane Arranger. This does not negate trying again for a different skill, nor from trying to locate a skill resource through more traditional methods. The resource the Arcane Arranger knows about will have total ranks in the needed skill of at least the Arcane Arranger's level +3.

UP MY SLEEVE

Benefit: The Arcane Arranger gains the supernatural ability to pull a specific item out of thin air. As a move action, the Arcane Arranger may cause any item currently in his possession (with a size no greater than Small) to disappear into an extra-dimensional space. The item becomes impossible to detect by any means, however detect magical aura spells will reveal a moderate magical aura around

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the hand that last held the item. As a move action, the Arcane Arranger can cause the item to reappear in his hand. The Arcane Arranger may only hide one item at a time in this fashion.

If this Training is taken again, the Arcane Arranger may use this ability to hide a single object of up to Large size or up to three objects of up to Small size (each of which may be retrieved individually).

WORD ON THE STREET

The Arcane Arranger filters information constantly and remembers everything. Through regular contacts, gossip, internet chats, and other situations, he has a deep knowledge of everyday things.

Benefit: The Arcane Arranger can make a Perception check on general or specific information instantaneously.

Protected information requires 1d4+1 hours for a check.

GLAMOURIST

The Glamourist spell casting attribute is Charisma and uses the Bard spell list.

The Glamourist also gains access to any performance feats as bonus class feats.

TRAINING

AUDIENCE

Benefit: The Glamourist may extend any charisma based abilities to a number of targets equal to her levels. Individual targets are otherwise affected as described under the charisma based talent.

CHARM PERSON

Prerequisite: Daze

Benefit: The Glamourist gains the spell-like ability to charm monster once per day. This ability functions identically to the charm monster spell.

CROSSROADS

Benefit: The Glamourist has learned to infuse art with the arcane. A Glamourist can use any Perform skill in place of the Spellcraft skill. In addition a Glamourist can use a Hero Point to increase any Charisma base skill check by +1d6.

DAZE

Benefit: The Glamourist gains the spell-like ability to daze individuals of her choice. This ability may be used once per day, and functions identically to the daze spell.

HIDDEN ALLEGIANCE

Prerequisite: Hidden Motives

Benefit: The Glamourist gains the supernatural ability to suppress her loyalties, even from spells and abilities. In cases where such divinations are made, the Glamourist gains a Will save (DC 15 + the character level of the individual making the attempt) to negate the attempt. Negated attempts reveal either no Faction or alignment, as applicable for the ability or spell.

HIDDEN MOTIVES

Benefit: The Glamourist increases her ability to hide her motives and intentions. She gains a circumstance bonus equal to her Glamourist levels when using Bluff against a Sense Motive skill. In addition, the DC for Bluff checks against her is increased by her levels of Glamourist.

PERFORMANCE PATH

Note: Only one Performance Path can be taken.

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BLUES

Hellhounds at my door

Prerequisite: Crossroads

Walk in My Shoes: You grant anyone who can hear your song a +2 bonus to any Perform check for one round.

My Baby Did Me Bad: For the cost of one Hero Point, you inspire yourself or a lover to a vengeful rage against a chosen enemy, who must be a creature that has wronged you in some way. If cast on you, the next time you are in combat with that enemy, you gain the benefits of a rage spell. If cast on a lover, he or she gains the benefits of a rage spell the next time the lover is in combat against your enemy. This variant of the Technique must be cast within 1 hour of an intimate encounter with the target. The rage effect lasts 1 round per level. If the creature that triggers the rage effect is one of your lovers or ex-lovers, the benefits granted by the rage spell double. This Technique counts as a contingency spell on the target for the purpose of multiple contingent effects.

Bad All the Way Through: At 8th level, once per day, you can make one melee attack against an opponent within reach in response to an attack that would reduce you to negative hit points. Once your attack is resolved, you suffer the normal effect of the attack that provoked this ability. Effects that kill you or do not reduce you to negative hit points (such as ability damage or drain, negative levels, and disintegrate) do not trigger this ability.

COUNTRY

You can survive

Prerequisite: Crossroads

Binding Ties: As a standard action, you can touch an ally and remove one condition affecting the ally by transferring it to yourself. This transfer lasts a number of rounds equal to your level, but you can end it as a free action on your turn. At the end of this

effect, the condition reverts to the original creature, unless it has ended or is removed by another effect. While this power is in use, the target is immune to the transferred condition. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Create Gear: At 1st level, you can create any object that weighs no more than 1 pound per level you possess. Creating an object in this way is a standard action. The Item remains for 1 minute before fading away, although it disappears after one round if it leaves your possession. Creating an Item to an exact specification might require a Craft skill check, subject to GM discretion. The object must be made of simple materials, such as wood, stone, glass, or metal, and cannot contain any moving parts. You could use this ability to create a dagger, but not a vial of alchemist's fire. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Guarded Hearth: At 8th level, you can create a ward that protects a specified area. Creating this ward takes 10 minutes of uninterrupted work. This ward has a maximum radius of 5 feet per 2 Performer levels you possess. When the ward is completed, you designate any number of creatures inside its area. Should any other creature enter the warded area, all of the selected creatures are immediately alerted (and awoken if they were asleep). The designated creatures also receive a sacred bonus equal to your Charisma modifier on all saving throws and attack rolls while inside the warded area. This ward immediately ends if you leave the area. The ward lasts for 1 hour per level. You can use this ability once per day.

HEAVY METAL

\m/

Prerequisite: Crossroads

METAL!!!: You fill your enemies with fear and doubt. Each affected creature who can hear you takes a -1

penalty on attack rolls and a -1 penalty on saving throws against fear effects.

Force of Will: You can send thoughts and instructions telepathically to any creature within 60 feet that you have charmed or dominated as though you shared a common language. At 11th level, affected creatures can communicate back to you via the telepathic link as well. At 20th level, any creature that succeeds at a saving throw against an enchantment spell you have just cast is still affected for 1 round if the spell has duration greater than 1 round.

Rage: At 8th level, you can enter a fearsome rage, like a barbarian, for a number of rounds per day equal to your level. At 12th and 16th level, you can select one rage power. You cannot select any rage power that possesses a level requirement, but otherwise your barbarian level is equal to 1/2 your level. These rounds of rage stack with any rounds of rage you might have from levels of barbarian.

POP

No matter how bad your song is, it makes people feel better

Prerequisite: Crossroads

Extended Illusions: Any illusion spell you cast with a duration of "concentration" lasts a number of additional rounds equal to 1/2 your level after you stop maintaining concentration (minimum +1 round). At 20th level, you can make one illusion spell with a duration of "concentration" become permanent. You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends.

Beguiling Touch: You can charm a living creature by touching it. Creatures with more Hit Dice than your level are unaffected, as are creatures in combat and those with an attitude of hostile toward you. Creatures receive a Will saving throw to negate the effect. The DC of this save is equal to 10 + 1/2 your

level + your Charisma modifier. Creatures that fail their save are affected by charm monster for a number of rounds equal to 1/2 your level (minimum 1). This is a mind-affecting effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Shape Emotions: At 8th level, you can emit a 30-foot aura to either ward off or welcome emotional influence for a number of rounds per day equal to your level. If you choose to ward, you and your allies within this aura receive a +4 morale bonus on saves against mind-affecting spells and effects, and any fear effects targeting you or your allies are reduced by one step (shaken has no effect, frightened becomes shaken, and panicked becomes frightened). If you chose to enhance emotional influence, enemies within the aura receive a -2 penalty on saves against mind-affecting spells and effects. These rounds do not need to be consecutive.

PUNK ROCK

Anarchy in....

Prerequisite: Crossroads

I fought the Law: You can emit a 30-foot aura of protection for a number of rounds per day equal to your level. You and your allies within this aura gain a +1 deflection bonus to AC and saves. The deflection bonus increases by +1 for every four levels vs. lawful based creatures.

Touch of Chaos: You can imbue a target with chaos as a melee touch attack. For the next round, anytime the target rolls a d20, he must roll twice and take the less favorable result. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Aura of Chaos: At 8th level, you can surround yourself with a field of wild energies. These energies manifest as a 30-foot aura of chaos for a number of rounds per day equal to your level. All enemies within this aura must declare one type of action at the start of their turn (attack, cast a spell, move, use

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an item, or activate a special ability) and make a Will save. Creatures that fail the Will save must take an action other than their declared action. If they succeed, they must take the declared action. Creatures cannot select actions that they cannot perform.

ROCK

.....and Rock and Roll

Prerequisite: Crossroads

Rock and Roll: You gain a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every five levels you possess. At 20th level, whenever you succeed at a saving throw against a spell of the enchantment school, that spell is reflected back at its caster, as per spell turning.

Dazing Touch: You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your level are unaffected. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Anything to Please: At 8th level, you can compel a creature within 30 feet to attempt to please you as a standard action. The creature receives a Will save to negate this affect. If the save fails, the creature attacks your enemies for 1 round, gives you its most valuable item or drops prone at your feet and grovels for 1d4 rounds (GM's choice). You can use this ability once per day at 8th level and one additional time per day for every four levels beyond 8th. This is a mind-affecting effect.

SELF-CONFIDENCE

Benefit: The Glamourist treats any ability, where Charisma is a factor, by increasing the variables of the ability by one level that it modifies.

UTTERLY CONVINCING

Prerequisite: Crossroads

Benefit: The Glamourist is a master at convincing people. Whenever the Glamourist spends a Hero Point to improve Charisma-based skill checks, she adds an additional 2d6 to the result.

MAGE

The Mage spell casting attribute is Intelligence and uses the Wizard spell list.

The Mage also gains access to any item creation and meta-magic feats as bonus class feats.

TRAINING

ARCANE SKILLS

Benefit: You gain a competence bonus to all the following skill checks equal to half your level.

Appraise, Craft (all), Fly, Knowledge (all), Linguistics, and Spellcraft.

BREW POTION

Prerequisites: Spell Casting Training

Benefit: You can create a potion of any spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is \$2,500 or less, otherwise brewing a potion takes 1 day for each \$10,000 in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

See magic item creation rules for more information.

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COMBAT CASTING

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

MAXIMIZE SPELL

Prerequisites: Spell Casting Training and Spell Mastery

Benefit: For the cost of 1 Hero Point, all variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables.

SCRIBE SCROLL

Prerequisites: Spell Casting Training

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is \$2,500 or less, otherwise scribing a scroll takes 1 day for each \$10,000 in its base price. To scribe a scroll, you must use up raw materials costing half of this base price.

See magic item creation rules for more information.

SPELL MASTERY

Prerequisites: Spell Casting Training

Benefit: Each time you take this Training, choose a number of spells that you already know equal to your Intelligence modifier. From that point on, you can prepare these spells without referring to a spellbook.

Normal: Without this Training, you must use a spellbook to prepare all your spells, except read magic.

OCCULTIST

The Occultist spell casting attribute is Intelligence and uses the Summoner spell list.

The Occultist also gains access to any arcane discovery, craft item and meta-magic feats as bonus class feats.

TRAINING

ARCANE RESEARCH

Prerequisites: Spell Casting Training

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is \$2,500 or less, otherwise scribing a scroll takes 1 day for each \$10,000 in its base price. To scribe a scroll, you must use up raw materials costing half of this base price.

See magic item creation rules for more information.

ARCANE RESEARCH (ITEMS)

Prerequisites: Arcane Research

Benefit: An Occultist can perform research to find magic items. The method and process is unique to the Occultist. There is no purchase cost for the magic items the Occultist gains with each new level attained in this class.

When the Occultist attains a new level, she uncovers one magic item through arcane research and study. The GM randomly selects the item, though the Occultist can make a Knowledge (arcana) check (DC 25) to specify the type of item gained.

The item must be a wondrous item, a wand, a magic weapon, or a set of magic armor.

BANISH

Prerequisites: Bind Shadow Creature

Benefit: By spending 1 Hero Point and a standard action, the Occultist can utter a word of power that forces an extra-planar creature out of your home plane. The extra-planar creature gets a Will save (DC 10 + 1/2 Occultist's level + Int. modifier). If the save

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succeeds, the extra-planar creature doesn't disappear but is instead stunned for 1d4+1 rounds.

BIND SHADOW CREATURE

Prerequisites: Shadow Contact

Benefit: An Occultist can select an Improved Familiar along with normal familiar. All the normal rules for Improved Familiar apply, (see the core rules), except that you can both familiar at the same time.

When choosing a familiar, the creatures listed here are also available to you. You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).

Improved familiars otherwise use the rules for regular familiars, with two exceptions: if the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

SHADOW CONTACT

Benefit: The Occultist gains a familiar. A familiar is an animal chosen by a spellcaster to aid him in his study of magic. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but is now a magical beast for the purpose of effects that depend on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar grants special abilities to its master, (see the core rules). These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

If a familiar is dismissed, lost, or dies, it can be replaced 1 week later through a specialized ritual that costs \$2,000 per wizard level. The ritual takes 8 hours to complete.

SPELL RESISTANCE

Benefit: An Occultist has spell resistance equal to 5 + level. It never interferes with her own spells, and she can voluntarily lower her spell resistance at any time.

SHADOWJACK

The Shadowjack spell casting attribute is Intelligence and uses the Sorcerer spell list.

The Shadowjack also gains access to any arcane discovery and item creation feats as bonus class feats.

TRAINING

ONLINE PRESENCE

Benefit: When attempting to use a Charisma based skills such a Bluff, Intimidate, or Diplomacy in an online situation, the Shadowjack adds ½ his levels as a circumstance bonus.

READ/WRITE CODE

Benefit: The Shadowjack can understand both the nature of raw computer code and what the program is intended to accomplish when implemented. On a successful Linguistics check (DC 10 + Knowledge (technology) skill modifier of the code's author), the Shadowjack can determine both the function of the program and any bugs or potential weak points in the design. If weak points are found, the Shadowjack gains a +2 insight bonus on Knowledge (technology) checks attempting to degrade the program.

SHADOWJACK ABILITIES

Benefit: The Shadowjack gains the following abilities:

Electronic Empathy: The Shadowjack gains a +2 competence bonus when repairing or disabling electronic devices. This is in addition to any other bonuses for related skills.

Careful Progress: When the Shadowjack attempts to defeat computer security, the administrator is alerted only if the Shadowjack fails his Knowledge (technology) check by 10 or more.

False Trail: When covering his electronically tracks through the internet, the Shadowjack can lay in a false trail. With a successful DC 25 Knowledge (technology) check, the Shadowjack imposes a –5 penalty on any attempt to trace him. If the trace fails by 10 or more points, the tracker follows the Shadowjack's false trail to an innocent internet address. If the trace fails by less than 10 points, the tracker realizes the trail is bogus and gives up.

Install Backdoor: After successfully breaking into a specific computer system, the Shadowjack can install a "backdoor" to the system. A backdoor is a piece of code that makes it easier for the Shadowjack to break into that particular system in the future. Writing and installing the program requires a Knowledge (technology) check (see chart below), but once successfully installed it automatically defeats that systems' security upon return trips—the Shadowjack no longer needs to make Knowledge (technology) checks to enter that system.

Level of Security	DC
Minimum	25
Average	30
Exceptional	40
Maximum	45

It is important to keep backdoors hidden from the system administrator, who will always be on the lookout for such invasions. A backdoor automatically allows the Shadowjack entrance to a particular system, but every time he uses it he must make an

opposed Knowledge (technology) check against the administrator. Failure means the backdoor is discovered and will be deleted before the next time the Shadowjack returns.

SHADOWJACK ADVANCED ABILITIES

Prerequisites: Shadowjack Abilities

Benefit: The Shadowjack gains the following abilities:

Online Spell Resistance: The Shadowjack becomes harder to hurt by spells and spell-like abilities sent through email and electronic devices, including the Techno Mage's online spellcasting ability as well as magical items which use electronic components. The Shadowjack gains Spell Resistance equal to 10 + his Shadowjack levels. This is a supernatural ability.

Improved Degradation: The character's attempts to alter and degrade existing programming get more insidious. The degradation is installed as normal. However, unless the Knowledge (technology) check to fix the degraded program exceeds the DC by 5, the degradation returns within 6 hours, this happens automatically, the character doesn't have to make a second check.

Pass firewall: When the Shadowjack attempts to defeat computer security, the administrator is alerted only if the Shadowjack rolls a 1 on his Knowledge (technology) check.

Walking Database: The Shadowjack gains the supernatural ability to recall vast amounts of information gleaned while traveling through cyberspace. He may substitute his Knowledge (technology) score instead of another Knowledge score for the purposes of a check.

VIRTUAL INCANTATIONS

Prerequisites: Spell Casting Training

Benefit: The Shadowjack gains the spell-like ability to use a computer to cast spells. If he is successful at a Knowledge (technology) check with a DC equal to a

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DC of 15 + spell level, the Shadowjack can cast spells through electronic devices, including cameras, cell phones, and modems.

If the spell requires the caster to be seen, then the target must see the caster, if it requires the caster to be heard, then the target must be able to hear the caster. Range is determined from the caster to the pick-up device (camera, keyboard, etc.) and then from the device to its target. The space between keyboard and monitor, or camera and screen, is not considered. The Shadowjack must be able to see or otherwise be able to determine the location of her target ("person at the keyboard" is a suitable target). Spells cast online are less effective, such that the target gets a +4 circumstance bonus on saving throws.

All other requirements for the spell (components, saving throw and so forth) remain the same.

TECHNO MAGE

The Techno Mage spell casting attribute is Intelligence and uses the Wizard spell list.

The Techno Mage also gains access to any item creation and meta-magic feats as bonus class feats.

TRAINING

ARCANE SPELLS AND ARMOR

Benefit: As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 10% + your level for any spells you cast this round.

ARCANE SPONTANEOUS CASTING

Benefit: The Techno Mage chooses a number of spells she already knows equal to her Intelligence modifier. From that point on, the Techno Mage can cast those spells in place of already-chosen spells of the same level. The Techno Mage "loses" a prepared spell to cast another spell of the same level or lower.

CREATE CONSTRUCT

Prerequisites: Machine Empathy

Benefit: You can create any construct whose prerequisites you meet, (see core rules for more information). The act of animating a construct takes one day for each \$10,000 in its market price. To create a construct, you must use up raw materials costing half of its base price, plus the full cost of the basic body created for the construct. Each construct has a special section that summarizes its costs and other prerequisites. A newly created construct has average hit points for its Hit Dice.

MACHINE EMPATHY

Benefit: The Techno Mage is so comfortable with technology that she gains a +1 per level competence bonus with any electronic or mechanical device, and in addition may use any skill that involves technology untrained.

ONLINE CASTING

Prerequisites: Spell File and Program Spell

Benefit: The Techno Mage can cast spells through electronic devices, including cameras, cell phones, and modems.

If the spell requires the caster to be seen, then the target must see the caster, if it requires the caster to be heard, then the target must be able to hear the caster. Range is determined from the caster to the pick-up device (camera, keyboard, etc.) and then from the device to its target. The space between keyboard and monitor, or camera and screen, is not considered. The Techno Mage must be able to see or otherwise be able to determine the location of her target ("person at the keyboard" is a suitable target). Spells cast online are less effective, such that the target gets a +4 circumstance bonus on saving throws.

PROGRAM SPELL

Prerequisites: Spell File

Benefit: The Techno Mage may insert a spell, (one level lower that what you can cast), within a particular analog or digital device, such that by touching a key (or flicking a switch), the spell activates. All variables of the spell are set at the time of casting. Casting a spell takes the normal amount of time; discharging a programmed spell is a standard action. A Program Spell lasts a number of hours equal to your level or until discharged.

QUICKEN SPELL

Benefit: For the cost of 1 Hero Point, casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened.

Casting a quickened spell doesn't provoke an attack of opportunity.

Special: You can apply the effects of this Training to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

SPELL FILES

Benefit: The Techno Mage spells are can be stored digitally and they work the same as a scroll with the following exceptions.

- The cost of a Spell File is double the cost of a scroll.
- There is no need to "Decipher the Writing" with a Spell File.
- You must have a Spell File on a computer device of some sorts.

Everything else works the same as described in the Pathfinder Role Playing Game – Core Book – under Scrolls.

SPELL FOCUS

Prerequisites: Spell File

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from a Spell File, Online Casting or a Program Spell.

WILD-LORD

The Wild-Lord spell casting attribute is Wisdom and uses the Druid spell list.

The Wild-Lord also gains access to any divine and meta-magic feats as bonus class feats.

TRAINING

ANIMAL COMPANION

Benefit: The Wild-Lord forms a close bond with an animal companion. A Wild-Lord may choose any of the animals listed in Animal Choices, (same as a Druid). This animal is a loyal companion that accompanies the Wild-Lord on her adventures.

Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the Wild-Lord advances in level. If a character receives an animal companion from more than one source, her effective Wild-Lord levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their Wild-Lord advances in four levels, depending on the companion. If a Wild-Lord releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

EXPERT IN YOUR FIELD

Benefit: You gain a competence bonus to all the following skill checks equal to half your level.

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Climb, Fly, Handle Animal, Heal, Knowledge (geography), Knowledge (nature), Perception, Ride, Spellcraft, Survival, and Swim.

FAST CLIMB

Benefit: The Wild-lord becomes an expert at climbing. A successful Climb check allows her to move her full speed rather than at half speed when climbing.

RESIST VENOM

Benefit: The Wild-lord gains +4 resistance bonus on saving throws against natural poisons.

SKILL MASTERY

Benefit: When making a check with the following skills: Climb, Fly, Handle Animal, Heal, Knowledge (geography), Knowledge (nature), Perception, Ride, Spellcraft, Survival, and Swim, the Wild-lord may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so certain in the use of this skill that she can use it reliably even under adverse conditions.

TRANSFORM COMPANION

Prerequisite: Animal Companion

Benefit: The Wild-lord gains the supernatural ability to transform her animal companion into a small, inert object, such as a charm, a totem, or a stuffed animal, that may be carried around. While in object form, the transformed companion has the properties of the item.

The Wild-lord may, as a move action or part of a move action, cast the object to the ground and cause it to immediately take its original form. The transformed creature is considered a magical beast as long as it remains the Wild-lord's companion.

TURN OR REBUKE ANIMALS

Calling upon higher powers, you cause natural animals to flee from the might of your unleashed divine energy.

Prerequisites: Channel positive energy class feature.

Benefit: You can, as a standard action, use one of your uses of channel positive energy to cause all natural animals within 30 feet of you to flee, as if panicked. Natural animals receive a Will save to negate the effect. The DC for this Will save is equal to $10 + \frac{1}{2}$ your level + your Charisma modifier. Natural animals that fail their save flee for 1 minute. Intelligent animals receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

TURN OR REBUKE MAGICAL BEAST

Calling upon higher powers, you cause Magical Beasts to flee from the might of your unleashed divine energy.

Prerequisites: Channel positive energy class feature.

Benefit: You can, as a standard action, use one of your uses of channel positive energy to cause all Magical Beasts within 30 feet of you to flee, as if panicked. Magical Beasts receive a Will save to negate the effect. The DC for this Will save is equal to $10 + \frac{1}{2}$ your level + your Charisma modifier. Magical Beasts that fail their save flee for 1 minute. Intelligent Magical Beasts receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

SPELLS

The following spells are available for the Arcane Heroes setting. The spells are divided into arcane or divine spells. Any archetype that cast arcane spells can cast any of these arcane spells. Any archetype

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that cast divine spells can cast any of these divine spells.

BURGLAR'S BUDDY

Illusion

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** 15-ft.-radius emanation centered on a creature, object, or point in space; **Duration:** 1 minute/level; **Saving Throw:** None and Will negates (object); **Spell Resistance:** Yes and no (object)

This spell suppresses all mechanical or electronic intrusion alarms and alarm sensors in the affected area. Burglar alarms or other intrusion alarms within the affected area simply fail to function; sensors for intrusion alarm systems (such as motion detectors, IR detectors, pressure sensors, electric eyes, and so forth) also fail to function, sending no signal to monitoring stations. Video surveillance devices continue to send whatever image they were photographing the moment when the spell was cast.

Material Component: A camera lens cover.

CLOWN CAR

Conjuration

Level: Arcane 4; **Components:** V, S, F; **Casting Time:** 1 minute; **Range:** 0 ft.; **Effect:** Extradimensional space within an enclosed vehicle capable of holding one creature per caster level; **Duration:** 1 hour/level; **Saving Throw:** None; **Spell Resistance:** No

You create a temporary extradimensional space within an enclosed passenger compartment of a vehicle. The spell cannot be cast on vehicles without enclosed passenger compartments, such as motorcycles. The extradimensional space allows the vehicle to hold a number of additional passengers equal to the caster's level. A passenger may be up to Large size and can bring up to a medium load into the extradimensional space; creatures with more

than a medium load cannot enter the extradimensional space.

Creatures that enter the extradimensional space cannot interact with anything outside of the vehicle, nor can creatures outside the vehicle perceive or interact with the occupants and contents of the extradimensional space (or even see the extradimensional space itself). Creatures within the extradimensional space effectively occupy the same 5-foot-square and are incapable of making attacks while so contained.

Exiting the extradimensional space requires the passengers to physically exit the vehicle as well. If the vehicle is destroyed or the extradimensional space is successfully dispelled, the extradimensional space collapses. Any creatures or objects within the extradimensional space are ejected before the space implodes. Ejected creatures fall prone in squares adjacent to the vehicle.

Focus: A klaxon, which must be honked when the spell is cast.

DATA READ

Divination

Level: Arcane 2, Divine 2; **Components:** V, S, F/DF; **Casting Time:** Attack action; **Range:** Touch; **Effect:** Read machinereadable data; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

You run your finger over any machine-readable data source (a barcode, a computer disk, a CD, magnetic tape, or any similar record) to understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example, if reading a music CD, you hear the music in your head. If reading a word processor file, you visualize and read an image of the page. If reading a barcode, you see the serial number, pricing information, or other barcoded data.

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The amount of time required to experience the data is the same as that required to read it by conventional means. You can normally read 2 pages of documents in 1 minute. This spell does not decode encrypted data. Without the encryption code, an encrypted document or file appears as a seemingly random string of characters. If you know the encryption code, however, you can read encrypted data normally with this spell.

DEGAUSS

Transmutation

Level: Arcane 1, Divine 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Effect:** Stored data is erased; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

By touching a single device that contains electronic files, such as a computer, external hard drive, CD-ROM, or magnetic disk, you erase all files on that device. The device is rendered empty of data.

ELECTROMAGNETIC PULSE

Evocation

Level: Arcane 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Short (25 ft. + 5 ft./2 levels); **Area:** 20-ft. burst; **Duration:** Instantaneous; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

When you cast *electromagnetic pulse*, you send a powerful burst of energy that ruins electronic circuitry within the spell's area. Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives and other storage media are scrambled.

The *electromagnetic pulse* affects only devices with extensive circuitry, not everything that uses electricity. Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines

will run more roughly without electronic guidance. Most cars manufactured after the 1980s won't start after an *electromagnetic pulse* because they have electronic ignition systems.

Devices affected by an *electromagnetic pulse* can be fixed according to the following table.

Repair Task (Example)	Relevant Skill	Cost	Skill DC	Time
Simple processors (cars, elevator controls)	Craft mechanical	\$70	15	10 min.
Complex processors (computers, home theaters)	Craft electrical	\$100	20	1 hr.
Data recovery (scrambled hard drive)	Knowledge technology	\$40	25	2 hr.

You can jury-rig repairs more quickly and cheaply, but the repairs may not last. See the description of the craft skill in the Modern Path: Heroes of the Modern World for details.

Some military gear is immune to energy effects such as *electromagnetic pulse* thanks to a process called tempest hardening.

HAYWIRE

Transmutation

Level: Arcane 0, Divine 0; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One object of up to 100 lb./level; **Duration:** 1 minute/level; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

The *haywire* spell causes a single device to behave randomly and erratically, defying any attempts to bring it under control. Cash registers display random prices and open their money drawers repeatedly. Escalators surge forward, then reverse themselves. Automatic teller machines flash random patrons'

account balances on the screen as they spew forth receipts (not money, though).

It's impossible to describe the exact effects of *haywire* on every modern device. In general, a machine subject to *haywire* functions as if someone were pressing random buttons or otherwise manipulating it randomly.

Turning off a device subject to a *haywire* spell doesn't work, because the spell disables the "off" switch. Cutting off the power supply (by unplugging it, for example) disables the device 1d4 rounds later, ending the spell.

Material Component: A small magnet.

INSTANT CONNECTIVITY

Conjuration

Level: Arcane 5; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch (see text); **Target:** Creature touched, or up to eight willing creatures joining hands; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Instant connectivity can only be cast through a computer network (see the Casting Spells through Email sidebar). With the aid of instant messaging software, you physically transport the subject or subjects from one place to another. If several willing persons link hands in a circle, up to eight creatures can be affected by the spell at the same time.

At least one of the creatures affected must be touching a computer with an Internet connection and active instant messaging (IM) software. The targets must be sent to a specific IM address that is currently active online. *Instant connectivity* causes the targets to appear in the room from which that IM address is being accessed, automatically gaining surprise on anyone else in that room.

Focus: A computer hard drive .

MACHINE INVISIBILITY

Illusion

Level: Arcane 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal or touch; **Target:** One creature or object weighing no more than 100 lb./level; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates (harmless) or Will negates (harmless, object); **Spell Resistance:** Yes (harmless) or Yes (harmless, object)

The creature or object touched cannot be detected by video cameras, electronic sensors, or other high-tech detection machines. The creature is also invisible to mechanical constructs such as gear golems, digital homunculi, and mechanical homunculi. If the recipient is a creature carrying gear, the gear is likewise undetectable. The subject is missing from still photos taken while the spell is in effect, closed-circuit television monitors don't display the subject, and other machines are likewise fooled. The creature or object touched can stand on a scale and doesn't appear to weigh anything. Infrared and heat sensors detect only the ambient heat levels. X-ray machines don't reveal the presence of an object with *machine invisibility*. Microphones don't pick up sounds that the subject makes directly, although they will pick up sounds that subject makes by interacting with the environment. A hidden microphone wouldn't hear the subject's voice but would record the sound of that creature throwing a brick through a window. Items dropped or put down by an affected creature become visible to machine detectors; items picked up disappear if tucked into clothing or a bag carried by the creature. Light never becomes invisible, although a source of light can become so (thus, the effect in a photograph or video image is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The spell ends if the subject attacks any creature. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible

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character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly, however, the subject and its gear immediately becomes visible to machines.

While *machine invisibility* is useful for many tasks requiring stealth, it sometimes makes the subject's life more difficult. A stoplight sensor under an intersection might not pick up a motorcycle with *machine invisibility*. Automatic sliding doors at the supermarket won't open for the subject of *machine invisibility*. Talking on the telephone or radio is impossible.

Focus: A glass lens, which the caster fogs by breathing on it.

MAGIC BULLETS

Transmutation

Level: Arcane 4, Divine 4; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** 50 bullets, all of which must be in contact with each other at the time of casting; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

You enhance up to 50 individual bullets of the same caliber or a single magazine of up to 50 rounds with the power of a 1stlevel spell you already know. The bullets must be fired from a gun for the subsidiary magical effects to take hold. The related spells you must know to create *magic bullets* of a particular type are listed below.

Each time you cast the spell, all the bullets receive the same enchantment, but afterward it is possible to mix *magic bullets* with different effects in the same magazine. Be sure to note the order in which the bullets are loaded to correctly track the effect of each shot. Unless otherwise noted, *magic bullets* deal normal damage before they impart their magical effect. This spell can be used to create one type of bullet (as noted in the chart below), or others at the GM's discretion.

MAGIC BULLET TYPE	OTHER SPELL KNOWN	EFFECT
Curing bullet (divine)	Cure light wounds	Bullet deals no damage and instead cures 1d8+5 points of damage.
Inflicting bullet (divine)	Inflict light wounds	Creature damaged by pain bullet must succeed at a Will save (DC 14) or take an additional 1d8+5 points of damage.
Knock-out bullet (arcane)	Sleep	Creature damaged by knock-out bullet must succeed at a Will save (DC 14) or fall into a comatose slumber. Creatures with 5 or more Hit Dice are immune to this effect.
Panic bullet (arcane)	Cause fear	Creature damaged by terror bullet must succeed at a Will save (DC 14) or be panicked (-2 morale penalty on attack rolls, weapon damage rolls, and saves) for 1d4 rounds.

MAGIC ID

Illusion

Level: Arcane 0; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Effect:** Illusory identification card; **Duration:** See description; **Saving Throw:** Will disbelief (if interacted with); **Spell Resistance:** No

With this glamor, you make a small card or slip of paper appear to be a valid identification card of your choosing. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey. The illusion lasts only as long as you touch the card, to a maximum of 5 rounds.

Focus: A small card or slip of paper.

MASK METAL

Illusion

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** A single metal object weighing no more than 10 lb./level; **Duration:** 10 minutes/ level (D); **Saving Throw:** None or Will negates (harmless, object); **Spell Resistance:** No or yes (harmless, object)

This glamor makes a metal object undetectable to metal detectors. When any creature or character makes a Perception check to detect the object, he or she does not gain equipment bonuses from any device that detects metal.

Material Component: A magnet.

PHANTOM CHOPPER

Conjuration

Level: Arcane 3; **Components:** V, S; **Casting Time:** 10 minutes; **Range:** 0 ft.; **Effect:** One quasi-real motorcycle; **Duration:** 1 hour/level (D); **Saving Throw:** None; **Spell Resistance:** No

You conjure a quasi-real motorcycle. The motorcycle can be ridden only by you or the one person for whom you specifically create the cycle. A phantom chopper looks like a heavily customized motorcycle of indeterminate make and model. It has realistic-looking license plates, and you decide what the license plate says when you cast the spell.

The *phantom chopper* has a Defense of 10, hardness of 5, and 200 hit points +10 hit points per caster level. If it loses all its hit points, the *phantom chopper* disappears. A *phantom chopper* has a top speed of 40 feet per caster level, an initiative modifier of +0, and a maneuver modifier of +1.

The *phantom choppers* gains certain powers according to caster level. A motorcycle's abilities include those of motorcycles of lower caster levels.

7th Level: The motorcycle can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

8th Level: The motorcycle can ride over water as if it were firm, dry ground.

9th Level: The motorcycle can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. The *phantom chopper* cannot take off and fly. It can only ride horizontally across the air. After 1 round in the air, the motorcycle falls.

PHANTOM LIMOUSINE

Conjuration

Level: Arcane 5; **Components:** V, S, F; **Casting Time:** 1 minute; **Range:** 0 ft.; **Effect:** One quasi-real limousine; **Duration:** 1 hour/level (D); **Saving Throw:** None; **Spell Resistance:** No

You conjure forth a quasi-real limousine that seats eight Medium characters (two in the front and six in a comfortable passenger area), four Large creatures (one in the front and three in the back), or sixteen Small creatures (four in the front and twelve in the back). The limousine has the exterior color and design details you choose when you prepare the spell, and the interior is one of opulent luxury. You decide what its license plates look like when you cast the spell.

The *phantom limousine* has a Defense of 6, hardness of 15, and 500 hit points +10 point per caster level. If it loses all its hit points, the *phantom limousine* disappears. A *phantom limousine* is much faster than it looks, with a top speed of 60 feet per caster level, an initiative modifier of -2, and a maneuver modifier of -2.

A *phantom limousine* has enough luxurious food and drink inside to provide a hearty meal for all passengers. It has all the powers of a *phantom chopper* (ability to drive over bad terrain, water, or

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air). Additionally, it is airtight and can even travel underwater at a speed of 10 feet per caster level.

Focus: A pair of car keys on a silver keychain.

PHANTOM PROJECTILES

Transmutation

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** 50 projectiles, all of which must be in contact with each other at the time of casting; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

You turn ammunition (such as arrows, bolts, bullets, and shuriken) into incorporeal projectiles that damage only their intended targets.

Phantom projectiles pass through intervening obstacles (including armor) and thus ignore cover bonuses and equipment bonuses to Armor Class. Barriers of magical force, such as a *wall of force*, stops them. *Phantom bullets* count as having a +3 enhancement bonus for the purpose of overcoming damage reduction, although they don't actually receive the enhancement bonus on attacks or damage. Additionally, the *phantom bullets* disappear 1d4 rounds after being fired, making it impossible to gather ballistic evidence.

Material Component: In addition to the bullets, the caster needs a small chunk of lithium.

RECHARGE

Conjuration

Level: Divine 3; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous and special (see text); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

By converting electrical energy into eldritch power, you can recover quickly from debilitating physical

effects. However, you must draw current from a wall socket to power this healing magic.

The *recharge* spell instantly eliminates the following conditions: cowering, dazed, exhausted, fatigued, nauseated, shaken, and stunned. The caster can heal herself of some of these conditions, but others (such as stunned) don't allow spellcasting or other actions.

In addition, the *recharge* spell instantly cures blindness or deafness caused by a spell or spell-like ability, and it grants a +4 bonus on Fortitude saves against poison for 1 minute.

Focus: An active electrical outlet.

RELAY TEXT

Transmutation

Level: Arcane 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Unlimited; **Effect:** A text message reaches an electronic device of someone you know; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

You cause a text message of up to 25 words to appear on the screen of an electronic device capable of receiving such messages, such as a cell phone, pager, smart phone, or computer. If the device is turned on, the message appears instantly; if not, the message appears as soon as someone turns it on. The message remains onscreen until read, then disappears, leaving no electronic record of its appearance. You must have seen the device to send a message to it.

SECRET POCKET

Conjuration

Level: Arcane 3, Divine 3; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Object touched; **Target:** One pocket on a garment; **Duration:** 1 hour/level; **Saving Throw:** None; **Spell Resistance:** No

The *secret pocket* spell creates an extradimensional space that only you can reach through a pocket in the target garment. The *secret pocket* can hold 1 pound per caster level, and you can put anything in it that will physical fit through the pocket opening. The item can be of any length and isn't otherwise restricted by the pocket's actual dimensions—it just has to be able to fit through the opening. The contents of the extradimensional space never cause the pocket to bulge, and items inside the *secret pocket* have no weight once they're placed inside (although the weight still counts against the capacity of the extradimensional space). Whenever you reach into the pocket, you access the extradimensional space rather than the actual pocket. Anyone else who examines the pocket finds it completely ordinary. If someone else puts something in the pocket, you can't reach it because your hand goes into the extradimensional space instead.

You can give the garment to someone else to wear if you like, but only you can access the extradimensional space through the pocket.

Arcane Material Component: A black handkerchief.

SECRET VAULT

Conjuration

Level: Arcane 5; **Components:** V, S, F; **Casting Time:** 10 minutes; **Range:** See text; **Target:** One chest and up to 1 cu. ft. of goods/caster level; **Duration:** 60 days or until discharged; **Saving Throw:** None; **Spell Resistance:** No

You hide a briefcase, backpack, dufflebag, or similar item in an extradimensional space for up to 60 days and can retrieve it at will. The item used as a *secret vault* can contain up to 1 cubic foot of material per caster level (regardless of the item's actual size). If you put anything living inside the *secret vault*, the spell fails. Once you cast the spell, the item and its contents disappear. You can retrieve it anytime thereafter by concentrating (a standard or move action), and it appears next to you.

To create the *secret vault*, you cast the spell while touching both the full-size container and a miniscule replica of it. The container and anything within it or touching it (subject to the volume limitation above) vanishes into an extradimensional space. You need the miniature replica to recall the container. After 60 days, the container reappears in your hand whether you wish it to or not.

Focus: A briefcase, duffle bag, or similar container prepared with expensive and rare reagents, as well as a miniscule replica of it. The actual storage container and the miniature replica have a combined purchase of \$9,000.

SHUTDOWN

Transmutation

Level: Arcane 3, Divine 3; **Components:** V, M/DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** 15-ft.-radius emanation centered on a point in space; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

All electrical devices within the spell's area—lights, computers, cell phones, digital watches, and so forth—do not function for the duration of the spell. The spell does not prevent devices outside of the area of effect from operating normally, even if they are on the same electrical circuit as those affected. (Even if the spell is cast on a generator supplying power to devices outside the area of effect, those outside devices continue to remain powered.) At the end of the spell's duration, the devices operate again as if their operation had not been interrupted. (Computers do not need to be restarted, and clocks display the correct time.) Many sophisticated mechanical devices, including automobiles and aircraft, rely on electrical components, and so are usually affected by this spell.

Arcane Material Components: The CONTROL, ALT, and DELETE keys from a computer keyboard.

SYNCHRONICITY

Abjuration

Level: Arcane 5, Divine 5; **Components:** V, S, F/DF;
Casting Time: Attack action; **Range:** Touch; **Target:**
 Creature touched; **Duration:** 10 minutes/level;
Saving Throw: Will negates (harmless); **Spell**
Resistance: Yes (harmless)

The *synchronicity* spell subtly rearranges reality so that the subject isn't inconvenienced by the minor delays in modern life. For the subject of *synchronicity*, the traffic light is always green and there's always a waiting elevator. On a city street, *synchronicity* ensures that a taxicab pulls up within 1 round of the subject standing on the curb. The subway trains always run on time for the subject of *synchronicity*, and waiters and clerks promptly arrive whenever they're needed.

Though designed for convenience, the *synchronicity* spell offers advantages for a caster in harm's way. The subject of *synchronicity* can run at full speed through even through a dense crowd, because people subconsciously move aside. The *synchronicity* spell also provides a +4 bonus to Armor Class when the subject's movement provokes an attack of opportunity, because even enemies have a tendency to stay out of the subject's way.

Synchronicity is also useful during car chases. Because other cars naturally get out of the way and traffic lights always turn green, a driver with *synchronicity* gains a +8 inherent bonus on Profession (driver) checks in urban areas and can make an unlimited number of avoid hazard and hard turn stunts (drivers are ordinarily limited to one or two stunts). When engaged in vehicular hide-and-seek, the *synchronicity* spell provides a +8 inherent bonus on Bluff and Stealth checks (if you're being chased) or Sense Motive and Perception checks (if you're pursuing another vehicle) because other cars and pedestrians naturally aid your efforts.

Arcane Focus: A gold-level credit card or garage door remote control.

TRACE PURGE

Transmutation

Level: Arcane 1, Divine 1; **Components:** V, S, M/DF;
Casting Time: Attack action; **Range:** Close (25 ft. + 5
 ft./2 levels); **Area:** 15-ft.-radius emanation centered
 on a point in space; **Duration:** Instantaneous; **Saving**
Throw: None; **Spell Resistance:** No

When you cast this spell, you touch one creature (yourself or someone else). The spell eliminates all physical evidence left by that person's body (fingerprints, fluids, hairs, and so forth) within the affected area along with any evidentiary materials accidentally deposited by that person's body, clothes, or gear (such as fibers, mud, dust, and so forth). The spell only affects materials no larger than a few strands of hair or a few ounces of dirt. It does not change any disturbances that person created (including footprints, tool marks, or broken items) or remove any object the target person deliberately left.

Arcane Material Component: A pair of tweezers.

VIA NEGATIVA

Necromancy

Level: Arcane 4, Divine 4; **Components:** S, F/DF;
Casting Time: Attack action; **Range:** Touch; **Target:**
 Creature touched; **Duration:** 1 round/level; **Saving**
Throw: Fortitude half; **Spell Resistance:** Yes

When you cast the *via negativa* spell, your right hand is covered with crackling black energy that causes intense pain to any living creature that comes into prolonged contact with it. Meanwhile, it imbues you with necromantic power.

The *via negativa* spell affects any living creature that you grapple, dealing 4d6 points of damage on round the grapple is initiated and each round the grapple is maintained. If your foe escapes the grapple, you can attempt to attain another hold. Furthermore, the *via*

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negativa spell grants a +5 enhancement bonus to Strength as long as you're grappling.

The somatic component for the *via negativa* spell begins with a handshake motion. If you use an innocuous handshake with someone to start an *via negativa* spell, your melee touch attack automatically succeeds and you don't provoke an attack of opportunity to start the grapple.

Arcane Focus: A ring with a black pearl (\$8,000).

WIRE WALK

Conjuration

Level: Arcane 4; **Components:** V; **Casting Time:** Attack action; **Range:** Personal and touch; **Target:** You and touched objects or other touched willing creatures weighing up to 25 lb./level; **Duration:** Instantaneous; **Saving Throw:** None and Will negates (object); **Spell Resistance:** No and yes (object)

You and any other objects or creatures targeted by the spell teleport instantly to the location of a telephone you call. The telephone must be answered; the spell only works over an open line. You arrive adjacent to the device (within 5 feet of it), and any other creatures transported by the spell appear next to you.

For example, you might use a cell phone to call home. As soon as anyone answers the phone (including an answering machine), you could use the spell to teleport home. Willing subjects of the spell (and the objects they carry) need not make a saving throw, nor does spell resistance apply in this instance.



Arcane of the Mind



The powers of the mind are mysterious and powerful. There are the few that have opened their minds to these veiled powers and then there are those that have trained to master these unusual powers.

ARCANE OF THE MIND

The powers of the mind are mysterious and powerful. There are the few that have opened their minds to these veiled powers and then there are those that have trained to master these unusual powers.

The following archetypes are based off the psionics material from the MSRD. In this supplement the psionics material has been re-named Psi Powers to help prevent any confusion with the more powerful fantasy based psionics. For the Modern Path setting we have broken down the MSRD psionics powers down to Psychic Abilities (untrained) and Psi Powers (trained).

PSYCHIC ABILITIES

Psychic Abilities are mental powers that are open to any race or class. The character only needs to take the "Wild Psychic Ability" feat. All Psychic Abilities are considered to be "Supernatural Abilities" but they do not require the use of Psi Points or additional training.

FEAT

WILD PSYCHIC ABILITY

You have unlocked the hidden mysteries of your psyche.

Prerequisites: Wisdom of 13 required.

Benefit: You may use one Psychic Ability.

- The manifester gains the ability to have a Concentration check even if they are not a spell caster. This is equal to: A d20 roll and add your Hit Dice and your Wisdom score modifier.
- You can manifest a Psychic Ability by making a Concentration check. Each Psychic Ability has a modifier to the Concentration check. If the ability is used out of combat

and in a relaxed atmosphere the Concentration check is 10+ ability modifiers. For more information see the core rules or: <http://paizo.com/pathfinderRPG/prd/magic.html>

- A failed Concentration check results in a condition. The Psychic ability has what condition type and duration.
- There is no limit on the number of times a day that you can use a Psychic Ability, but with each use, there is a stacking +1 added to the Concentration check DC.
- Psychic Abilities are "Supernatural Abilities" and require a standard action, (unless otherwise noted), to activate.

Credit: For more information on Psychic abilities can be found in Super Genius Games: Anachronistic Adventurers: The Sensitive.

PSYCHIC ABILITIES

APPORT

This is known by psychic researchers as the ability to move objects without touching the object.

Benefit: The manifester can instantly transport a non-living object of no more than 1 cubic inch, up to 10' from his person. The destination site must be clearly visible to the manifester.

Concentration Check Modifier: +2

Failed Check: The manifester becomes fatigued for 1d6 rounds.

AURA READING

This is known by psychic researchers as the ability to know another individual's hidden information.

Benefit: The manifester can instantly know one hidden piece of information from an individual. This can be their alignment, faction, or any psychic, spell like or supernatural deciphers (but not the ability,

just that they have a psychic, spell like or supernatural ability).

Concentration Check Modifier: +1

Failed Check: The manifester becomes fatigued for 1d4 rounds.

AUTOMATIC WRITING

This is known by psychic researchers as the ability to acquire information from an unknown source form writing down information during a trance like state.

Benefit: You spend a full hour in uninterrupted meditation. During this period, your hands produce mysterious writing that pertains to the future. The prophetic writing manifests as an augury spell. The effectiveness is equal to 10% per each point over the Concentration check DC. For example, if the Concentration check DC is 12 and the check resulted in total of 16, there would be 40% accuracy.

Concentration Check Modifier: +2

Failed Check: The manifester becomes fatigued for 2d6 rounds.

ASTRAL PROJECTION

This is known by psychic researchers as the ability to have one's spirit leave their physical body.

Benefit: You spend a full hour in uninterrupted meditation. During this period, you are able to leave your body. This is same as the spell "Astral Projection, Lesser"; for a number of rounds equal each point over the Concentration check DC. For example, if the Concentration check DC is 15 and the check resulted in total of 19, you would have 4 rounds of "out of body experience".

Concentration Check Modifier: +5

Failed Check: The manifester becomes exhausted for 1 hour.

BI-LOCATION

This is known by psychic researchers as the ability to be physically in two places at the same time.

Benefit: This ability is very similar to Astral Projection, but you have a physical presence outside of you own body. You can spend a full hour in uninterrupted meditation. During this period, you are able to leave your body. This is same as the spell "Astral Projection, Lesser; but in a physical form"; for a number of rounds equal each point over the Concentration check DC. For example, if the Concentration check is 20 and the check resulted in total of 24, you would have 4 rounds of "Bi-Location experience".

Concentration Check Modifier: +10

Failed Check: The manifester becomes exhausted for 1 day.

CHANNELING

This is known by psychic researchers as the ability to speak with the dead.

Benefit: You are able to speak to the spirit of someone who has passed away. There isn't a time frame or the need for a corpse. You may ask one question per two levels. The spirit's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from yours, the spirit gets a Will save to resist the spell as if it were alive. If successful, the spirit can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

This ability does not affect a spirit that has been turned into an undead creature.

Concentration Check Modifier: +3

Failed Check: The manifester becomes fatigued for 2d6 rounds.

CLAIRAUDIENCE/CLAIRVOYANCE

This is known by psychic researchers as the ability to see or hear a place that you are not physically there.

Benefit: Clairaudience/clairvoyance creates an invisible psychic sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying abilities, this ability does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect.

Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Concentration Check Modifier: +3

Failed Check: The manifester becomes fatigued for 2d6 rounds.

DEATH WARNING

This is known by psychic researchers as the ability to have a vision of someone's death before it happens.

Benefit: This ability grants you a powerful sixth sense in relation to yourself or another. Once activated, you receive instantaneous warnings of impending danger or harm to the subject of the ability. For 1 hour after the ability is activated, you are never caught flat-footed. In addition, this ability gives you a general idea of what action you might take to best protect yourself and gives you a +1 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the ability, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Concentration Check Modifier: +5

Failed Check: The manifester becomes frightened for 1 hour.

ENERGY MEDICINE

This is known by psychic researchers as the ability to heal with just the power of the mind.

Benefit: When laying your hand upon a living creature, you channel psychic energy that cures 1d8 points of damage +1 point per level.

Concentration Check Modifier: +1

Failed Check: The manifester becomes fatigued for 1d4 rounds.

PREMONITION

This is known by psychic researchers as the ability to become aware of an event before it happens.

Benefit: A Premonition can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the Premonition succeeds, you get one of four results:

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- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

The Premonition can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action.

Concentration Check Modifier: +2

Failed Check: The manifester becomes fatigued for 1d6 rounds

PSYCHIC SURGERY

This is known by psychic researchers as the ability to heal without and skill or equipment.

Benefit: The manifester makes a Concentration check instead of a Heal check and does not need of a Healer's kit or any other medical equipment. The DC of the roll is based on the Heal skill and what the manifester wishes to do.

Concentration Check Modifier: Heal Check DC

Failed Check: The manifester becomes fatigued for 1d4 rounds.

TELEKINESIS

This is known by psychic researchers as the ability to influence matter with just your psyche.

Benefit: You move objects with a sustained force weighing no more than 25 pounds up to 20 feet per round. This ability can last 1 round per level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your sight. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Concentration Check Modifier: +4

Failed Check: The manifester becomes fatigued for 1d6 rounds

PYROKINESIS

This is known by psychic researchers as the ability to influence fire with just your psyche.

Benefit: The manifester can shape searing flame into any shape, (cone, ball, bolt, etc), up to 15 feet.

Any creature in the area of the flames takes 1d4 points of fire damage per level.

Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Concentration Check Modifier: +2

Failed Check: The manifester becomes fatigued for 1d6 rounds

REMOTE VIEWING

This is known by psychic researchers as the ability to gather detailed information without physically being there.

Benefit: You spend a full hour in uninterrupted meditation. During this period, you can observe a location at any distance. The difficulty of the Concentration check depends on how well your knowledge of the subject. Furthermore, if the subject is on another plane, the ability automatically fails.

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Knowledge	Concentration Check
None*	+10
Secondhand (you have heard of the subject)	+8
Firsthand (you have been to the subject briefly)	+4
Familiar (you know the subject well)	+2

The viewer has your full visual acuity, including any magical and supernatural effects.

If the Concentration check fails, you can't attempt to Remote View on that subject again for at least 24 hours.

Concentration Check Modifier: See above

Failed Check: The manifester becomes fatigued for 1 day.

RETROCOGNITION

This is known by psychic researchers as the ability to touch an object and see its past events.

Benefit: The manifester can mentally reconstruct the history of an item or place. The manifester must be able to examine the item or area for 10 minutes, after which she can view the events of the past as though she had a Remote Viewing present when those events took place. This ability shows her any events which took place within 60 feet of the examined area, or object that physically touched the item or area in question. Her vision can be obstructed by concealment or anything concealed.

Concentration Check Modifier: Same as Remote View, but an additional +2 within the past year and a +4 if longer than a year ago.

Failed Check: The manifester becomes fatigued for 1d6 hours.

TELEPATHY

This is known by psychic researchers as the ability to transfer your thoughts to another individual.

Benefit: The manifester can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time increases the Concentration check by +1 per individual.

Concentration Check Modifier: +2

Failed Check: The manifester becomes fatigued for 1d6 rounds

TRANSECTION

This is known by psychic researchers as the ability to physically levitate one's self.

Benefit: The manifester can move up and down as you wish. You can mentally direct to move up or down as much as 20 feet each per round; doing so is a move action. You cannot move horizontally, but you could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

Levitating and making an attack with a melee or ranged weapon, is increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Concentration Check Modifier: +2

Failed Check: The manifester becomes fatigued for 1d8 rounds.

PSI POWERS

The trained manifester of Psi powers has learned how to use Psychic abilities at an advanced level. Psi powers are not quite as powerful as found in individuals that devote their lives to full training as found in other Psionics systems.

A Psi Power is a one-time psychic effect. Psi powers require "Psi Points" to use. Unlike spell casters, the trained manifester doesn't have spell books and they don't prepare powers ahead of time. A trained manifester level limits the number of psi points available for manifesting powers. In addition, a trained manifester must have a key attribute score equal to at least 10 + the power's level to manifest a particular power. At each level, the trained manifester discovers one or more previously latent powers, as indicated on the table on each archetype.

The trained manifester does not need to make a concentration check to activate a Psi power or a Psychic ability; nor do they suffer from a failed Psychic ability check condition. The trained manifester has learned to tap deeper into his psyche and acquire a mental reserve of power called "Psi Points". In addition the trained manifester has also discovered new psychic abilities called Psi Powers. Psi powers require Psi Points to activate. If a trained manifester wishes to activate a "Psychic Ability" found under the "Wild Psychic Ability" feat, the Concentration check modifier is equal to the cost in Psi Points. The trained manifester can use his 0-Level powers slot to gain a 0-Level power or a Psychic Ability.

The DC for saving throws to resist a Psi power is 10 + Power's Level + the trained manifester key attribute modifier.

Note: All Psi archetypes must take the "Wild Psychic Ability" feat.

Credit: For more information on Psionics can be found in Psionics Unleashed by Dreamscarred Press and here: <http://www.d20pfsrd.com/psionics-unleashed>

TRAINING

The following Training abilities are available to all Psi archetypes.

DELAY PSI TRAINING

Benefit: A delayed power doesn't activate until 1 to 5 rounds after you finish manifesting it.

You determine the delay when manifesting the power and it cannot be changed once set. The power activates just before your turn on the round you designate. Only area, personal, and touch powers may be affected by this Training. Any decisions you would make about the power (including attack rolls, designating targets, or determining or shaping an area) are decided when the power is manifested, while any effects resolved by those affected by the power (including saving throws) are decided when the power triggers. A delayed power may be negated normally during the delay, and can be detected normally in the area or on the target with powers that can detect supernatural effects.

A delayed power costs a number of Psi Points equal to its standard cost +6.

ENLARGE PSI TRAINING

Benefit: An enlarged power has its range doubled. Powers whose ranges are not defined by distance do not have their ranges increased. Determine an enlarged power's area or effect as if you were two manifester levels higher than you actually are.

An enlarged power costs a number of Psi Points equal to its standard cost +2.

EXTEND PSI TRAINING

Benefit: An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended.

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An extended power costs a number of Psi Points equal to its standard cost +2.

HEIGHTEN PSI TRAINING

Benefit: A heightened power has a higher psi power level than normal. Heighten Psi Talent actually increases the effective level of the power that it modifies. All effects dependent on power level (such as saving throw DCs) are calculated according to the heightened level.

The heightened power costs as many Psi Points as a power of its effective level.

HIDE PSI TRAINING

Benefit: A psi power can be manifested without one associated display characteristic chosen by you when you take the Training: auditory, material, mental, olfactory, or visual.

The hidden power costs a number of Psi Points equal to the standard cost +2.

Special: You can take this training multiple times, each time choosing a different display characteristic to hide while manifesting a given power.

PERSISTENT PSI TRAINING

Benefit: A persistent power has a duration of 24 hours. The persistent power must have a personal range or a fixed range; you can't use this training on a power with a variable range, or on a power with an instantaneous duration.

Note that you must concentrate on some powers to use their effects (for example, Aura Reading and Remote Viewing); concentration on such a power is a standard or move action that does not provoke an attack of opportunity.

A persistent power costs a number of Psi Points equal to its standard cost +8.

QUICKEN PSI TRAINING

Benefit: You can perform another action, even manifest another power, in the same round as you manifest a quickened power. You may only manifest one quickened power per round. A power whose manifesting time is more than 1 full round cannot be quickened.

A quickened power does not provoke an attack of opportunity.

The quickened power costs a number of Psi Points equal to its standard cost +8.

TWIN PSI TRAINING

Benefit: Manifesting a power altered by this training causes the power to take effect twice on the target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as targets, shaping an area, and so on) apply to both of the resulting powers. The target suffers all the effects of both powers individually and receives a saving throw for each. In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned charm person, although any ally of the target would have to succeed at two negate attempts in order to free the target from the charm.

A twinned power costs a number of Psi Points equal to its standard cost +8.

ARCHETYPES

BATTLE MIND

A Battle Mind key attribute is Charisma but uses the Tactician's power list, (with a limit of 4th level powers), found in Psionics Expanded: Advanced Psionics Guide by Dreamscarred Press.

<http://www.d20pfsrd.com/psionics-unleashed/power-lists/power-list-tactician>

The Battle Mind also gains access to any combat feats as bonus class feats.

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Note: The Battle Mind is an archetype for the Modern Hero base class, but will work as an archetype for the Soulnife class found in Psionics Unleashed by Dreamscarred Press.

<http://www.d20pfsrd.com/psionics-unleashed/classes/soulnife>

BattleMind Level	Psi Points /Day	Powers Known	Max Power LvL Known
1	1	0	1st
2	2	1	1st
3	3	2	1st
4	5	2	1st
5	7	3	2nd
6	9	4	2nd
7	11	5	2nd
8	14	5	2nd
9	17	6	3rd
10	20	7	3rd
11	24	8	3rd
12	28	8	3rd
13	32	9	4th
14	37	9	4th
15	42	10	4th
16	47	10	4th
17	52	11	4th
18	58	11	4th
19	64	12	4th
20	70	12	4th

TRAINING

COMBAT MANIFESTATION

Benefit: A Battle Mind becomes adept at manifesting psi powers in combat. She gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

IMPRINT TATTOO

Benefit: Battle Mind can create tattoos on his body or someone else's that can be used to invoke psi powers.

A tattoo is a single-use item that duplicates the effect of a particular power. Imprinting a tattoo takes one day. The purchase cost for the raw materials to imprint a tattoo is \$50 0 + the tattoo's power level + the tattoo's manifester level.

Finally, the Battle Mind makes a Perform (visual arts) check. The DC for the check is 10 + the power level + the manifester level of the power.

IMPROVED PSI-BLADE

Prerequisites: Psi-Blade

Benefit: A Battle Mind's psi-blade increases in damage capability. It now deals 1d8 points of piercing damage on a successful attack.

IMPROVED PSYCHIC SHIELD

Prerequisites: Psychic Shield

Benefit: A Battle Mind's psychic shield improves. It now provides a +6 equipment bonus to Armor Class.

PSI-BLADE

Benefit: A Battle Mind can manifest a glowing blade of mental energy. This 1-foot-long blade extends from the Battle Mind's fist. It can be manifested as a move action, and it lasts for a number of rounds equal to the Battle Mind's level or until the Battle Mind wills it to dissipate. She can create another one on her next move action, as long as the Battle Mind's psi point reserve is 1 or more.

The psi-blade deals 1d6 points of piercing damage. Every 3 levels, her psi-blade gains a +1 enhancement bonus.

The Battle Mind can apply the Weapon Focus or Weapon Finesse feats to her psi-blade.

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PSYCHIC SHIELD

Benefit: A Battle Mind can manifest a shield of psychic energy, outlining her body in a barely perceptible glowing nimbus that provides a +3 equipment bonus to Armor Class. The shield can be manifested as a move action, and it lasts for a number of rounds equal to the Battle Mind's level or until she wills it to dissipate. She can create another shield on her next move action, as long as her psi point reserve is 1 or more.

ULTIMATE PSI-BLADE

Prerequisites: Improved Psi-Blade

Benefit: Battle Mind's psi-blade increases further in damage capability. It now deals 2d6 points of piercing damage on a successful attack.

PSI AGENT

A Psi Agent key attribute is Wisdom and uses the Marksman's power list found in Psionics Unleashed by Dreamscarred Press.

<http://www.d20pfsrd.com/psionics-unleashed/power-lists/power-list-marksman>

The Psi Agent also gains access to any combat feats as bonus class feats.

Note: The Psi Agent is an archetype for the Modern Hero base class, but alternately the Training abilities can be used as a Warrior's path for the Psychic Warrior found in Psionics Unleashed by Dreamscarred Press.

<http://www.d20pfsrd.com/psionics-unleashed/classes/psychic-warrior>

Psi Agent Level	Psi Points /Day	Powers Known	Max Power LvL Known
1	1	0	1st
2	2	1	1st
3	3	2	1st
4	5	2	1st
5	7	3	2nd
6	9	4	2nd
7	11	5	2nd
8	14	5	2nd
9	17	6	3rd
10	20	7	3rd
11	24	8	3rd
12	28	8	3rd
13	32	9	4th
14	37	9	4th
15	42	10	4th
16	47	10	4th
17	52	11	4th
18	58	11	4th
19	64	12	4th
20	70	12	4th

TRAINING

CHARGED SHOT

Benefit: A Psi Agent may do additional damage with a ranged attack. Before making any single ranged attack, the Psi Agent, as a free action, spends a psi point to "charge" a weapon. The next attack deals an extra 1d4 points of damage if it hits (if it misses, it deals no damage, and the psi point is still spent). The Psi Agent may spend multiple free actions and psi points in a single round if she has multiple attacks, but may only "charge" each attack once. A shot remains "charged" for a number of rounds equal to her levels in this class.

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COMBAT MANIFESTATION

Benefit: A Psi Agent becomes adept at manifesting Psi powers in combat. She gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

DEADLY AIM

Benefit: The Psi Agent is capable of using her abilities to strike at the chinks in the defense of opponent with a ranged weapon. The Psi Agent may pay 5 psi points to turn a ranged attack into a ranged touch attack.

DRAW POWER

Benefit: A Psi Agent can spend a hero point to regain a number of psi points equal to her levels in this class. This is a standard action.

POWER PENETRATION

Benefit: The Psi Agent's powers are more potent at breaking through spell resistance of opponents. The Psi Agent gains a +2 on manifester level checks to beat a creature's spell resistance.

PSI FOCUS

Benefit: A Psi Agent chooses two powers that share the same primary ability score, and adds +2 to the DC for all saving throws against those powers.

TELEPATH

A Telepath key attribute is Intelligence and uses the Psion's power list found in Psionics Unleashed by Dreamscarred Press.

<http://www.d20pfsrd.com/psionics-unleashed/power-lists/power-list-psion-wilder>

The Telepath also gains access to any Item Creations feats as bonus class feats.

Note: The Telepath is an archetype for the Modern Hero base class, but alternately the Training abilities can be use as a Discipline for the Psion found in Psionics Unleashed by Dreamscarred Press.

<http://www.d20pfsrd.com/psionics-unleashed/classes/psion>

Telepath Level	Psi Points /Day	Powers Known	Max Power Lvl Known
1st	2	3	1st
2nd	6	5	1st
3rd	11	7	2nd
4th	17	9	2nd
5th	25	11	3rd
6th	35	13	3rd
7th	46	15	4th
8th	58	17	4th
9th	72	19	5th
10th	88	21	5th
11th	106	22	6th
12th	126	24	6th
13th	147	25	7th
14th	170	27	7th
15th	195	28	8th
16th	221	30	8th
17th	250	31	9th
18th	280	33	9th
19th	311	34	9th
20th	343	36	9th

TRAINING

COMBAT MANIFESTATION

Benefit: A Telepath becomes adept at manifesting psi powers in combat. He gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

MAXIMIZE POWER

Benefit: A Telepath learns to manifest psi powers to maximum effect. All variable, numeric effects of a maximized power automatically achieve their maximum values. A maximized power deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate.

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Saving throws and opposed checks are not affected.
Powers without random variables are not affected.

A maximized power costs a number of psi points equal to its normal cost +6.

POWER CRYSTAL

Benefit: The Telepath can store excess psi points in a power crystal specially attuned to him. Encoding the crystal takes 24 hours and requires a gem with a purchase DC of \$2,000. When complete, the power

crystal is a psi charged crystalline stone no more than an inch in diameter. A Telepath can possess no more than one power crystal at a time.

A power crystal is imbued with 5 psi points when it is created. The Telepath can call upon these psi points at any time and use them just as he would his natural psi points. Once the crystal is depleted, the Telepath must refill it using up to 5 psi points from his own reserves. A power crystal can be recharged after a Telepath has rested and renewed his own reserves of psi points for the day.



Arcane of the Spellcrafter



A Spellcrafter works with raw magical energy, drawing it in and shaping it to his will, producing spells. When working with magical energy, the Spellcrafter can employ a variety of methods, or principles.

ARCANE OF THE SPELLCRAFTER

A Spellcrafter works with raw magical energy, drawing it in and shaping it to his will, producing spells. When working with magical energy, the Spellcrafter can employ a variety of methods, or principles.

The Spellcrafter setting is a truly unique way of casting, or crafting, spells. The Spellcrafter setting does not use traditional fantasy based spells, but allows the caster to “craft” a spell to his or her needs.

BACKGROUND

Since before recorded history, mankind sought to harness the power of mystical energies. Some of the oldest cave paintings and carvings point to the practice of early man attempting to invoke the spirits of the land and various animals they interacted with. Drawing power from the spirits, early man hoped these spirits would aid him in hunts, and protect his people from the creatures that hunted them. The early tribes of mankind either invented, or were introduced to ancient gods of vast mystical power. These deities were offered prayers and sacrifices by the tribal wise men, in exchange for mystical favors, or to at least ward off the wrath of evil deities.

As the human race evolved, the practice of gathering and shaping magical energies became an art form, refined and constantly redefined into tighter circles of control. As each practitioner added further research into the field, specific spell formulas and prayer structures were passed down from master to student. These spells were grouped together in categories, known as schools or spheres, and were uniformly studied by each new practitioner of the magical arts. In time, volumes of what were once “signature” spells and prayers became the standard formulae employed by nearly all users of magic, Arcane or Divine.

With the approach of the modern era the magical arts could not withstand the simultaneous advances of logical reasoning and the scientific inventions of what we now know as technology. Mankind drifted away from their superstitious mindset, which allowed for the belief in supernatural and other-worldly abilities. They embraced more linear thinking and rational laws of reality that fit neatly into a more controlled and orderly world. Advances in building technological wonders soon became the awe-inspiring “miracles” that held mankind’s devotion. Magic was all but forgotten as a real, tangible energy source. As less people believed in magic, and even fewer practiced the art, it simply faded into myth and fantasy. The hidden truth about the decline of magic is simply this; the Arcane magic could not adapt fast enough to the rising abundance of iron in the world. Iron naturally negates Arcane magic, and as the cities grew, iron overwhelmed the magic. For the Divine, it was ironically the meteoric rise of world-wide organized religion. The ancient gods and their pantheons were not able to cope fast enough with the rapid spread of the monotheistic religions that uniformly banned all magical practices...even the Divine. Such is the fate of immortal beings; they are incapable of swift change and adaptation. Many of the old gods have quietly vanished into oblivion, having no worshippers to believe in their existence and offer them prayers. Some others, with richly written legends and tales, still survive on distant Celestial Planes. Their worshippers may be few in the modern world, but there is still enough belief in their existence to keep them alive.

The practice of the magical arts has survived though, albeit in a more adaptable form. Long lost are the ancient tomes of hand-crafted signature spells. The personal research of mythical sages and their myriad formulae on all things arcane have been relegated to fictional children’s stories. Modern practitioners of the magical arts have condensed the process to its more practical, basic elements. They have resolved that by how magical energy is gathered and shaped.

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The modern day practitioner of the magical arts is commonly referred to as a Spellcrafter. Just as any artist starts with his chosen medium and crafts wondrous works of art, so too does a modern-day magic user. A Crafter works with raw magical energy, drawing it in and shaping it to his will, producing spells. Crafters work with magical energy in different ways, using techniques called Axioms. Magical energy is no longer defined as Arcane or Divine, it has been recognized for what it truly is; an energy source. And the Axiom used in crafting that energy is what separates the different Spellcrafters into unique Archetypes.

SPELLCRAFTING

Due to this evolved practice of magic, the Spellcraft skill has been expanded to include a skill check for the actual casting of a spell, just as with any other crafting skills. This denotes his "mystical potential", so that no matter how diverse his Talents, Feats, or Archetype Training may be, his potential for crafting magic remains separate from his overall character level.

OVERVIEW

- The Crafter can use Intelligence, Wisdom, or Charisma attribute to craft spells.
- A Crafter's Caster Level (CL), is represented by the total number of ranks in the Spellcraft skill.
- To cast a spell, the Crafter must make a Spellcraft skill check at 10 + the spell level.
- The Difficulty Class for a saving throw against a Crafter's spell is 10 + 1/2 crafter level + the Crafter's spellcrafting ability modifier.
- Spells are acquired once a spell school has been bought using a class talent slot.
- Spells have been broken down to a basic "spell template". This spell template allows the user to create and modify a spell to fit their needs.
- Spells are cast by using 1 Hero Point.

- A Spellcrafter does not need to acquire the "Spell Casting" training ability need for other spellcasting archetypes, but must acquire one of the spellcrafting archetypes before casting spells.
- Spell deciphers, such as Arcane, Divine, Spontaneous Casting, etc are defined by the caster and influenced by what archetype the spellcrafter takes.
- Spellcrafter spells are class spell like abilities.

SPELLCRAFTING ADJUSTMENTS

A Crafter's Caster Level (CL), is represented by the total number of ranks in the Spellcraft skill.

A Crafter can adjust the level of any spell he crafts up to his maximum Caster Level. This can be adjusted higher with other abilities.

SPELLCRAFT SKILL CHECK

To cast a spell, the Crafter must make a Spellcraft skill check at 10 + the spell level.

If the Spellcraft skill checks results in a natural rolled of 20, all variables of the spell are cast at maximum value.

If the Spellcraft skill checks results in a natural rolled of 1, the Crafter receives a minor Spellblight effect.

For further information about Spellblights, please see The Pathfinder Role Playing Game: Ultimate Magic, Chapter 2 or at <http://www.d20pfsrd.com/magic/spellblights>

SPELLCRAFTING FATIGUE

Whether a Spellcraft skill check is successful or not, after each attempt, a Fortitude save is required to gauge the physical toll that the effort has taken on the Crafter.

The DC for this save is 10 plus the CL of the crafted spell. If the preceding Spellcraft check was

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successful, the Fortitude save is aided by +1. If the Spellcraft check was failed, +1 is added to the DC of the Fortitude save check.

If a Fortitude check is failed, the Crafter is immediately Fatigued. The effects of failed Fortitude checks are cumulative throughout a single day. The order of severity is:

- 1st Failed Save = Fatigue
- 2nd Failed Save = Exhaustion
- 3rd Failed Save = Exhaustion + Sickened
- 4th Failed Save = Exhaustion + Sickened + Stunned
- 5th Failed Save = Unconscious

After 8 hours of complete rest, a Crafter will recover from all conditions.

SPELLS PER DAY

Spells are cast by using 1 Hero Point.

A Spellcrafter can cast by using his Hero Points. This costs the character 1 Hero Point, while a failed Crafting costs 2 Hero Points. This is one standard action, and if cast in combat requires a concentration check. If the spell is interrupted due to a failed concentration check, it will cost 2 Hero Points. If the spell is avoided or resisted by either Saving Throw or Magical Resistance, it is not considered a failed Crafting.

SPELLS KNOWN

Spells are acquired once a spell school has been bought using a class talent slot.

A Spellcrafter must dedicate a Talent slot to learning the secrets of a School of Magic. Upon gaining his first school, the Crafter may choose two spells from within that school. Each time his Caster Level is raised, the Crafter will learn two additional spells from his known schools of magic.

If the Spellcrafter has an opportunity to study a spell from an unknown talent school of magic, he may

add that to his repertoire of known spells, after a successful Knowledge (Arcana) skill check against a DC of 30.

TALENTS

These are new Talents available for the Spellcrafting system. Each School of magic is one Talent slot. Upon gaining his first school, the Crafter may choose two spells from within that school. Each time his Caster Level is raised, the Crafter will learn two additional spells from his known schools of magic. Spellcrafter spells are class spell like abilities.

SCHOOLS & SPELLS OF MAGIC

As the practice of magic evolved into its modern incarnation, many of the old talents were lost, forgotten, or streamlined into more efficient methods. One of the principle theories of magic that did survive relatively intact is the separation of magical effects into "schools". These remain, in essence, as they always have; eight distinct classifications of spell effects. In the modern world, Crafters have refined each school into five unique spells, whereas in ancient times there were dozens, if not hundreds of spells in each school.

Modern magical spells are no longer contingent upon the practitioner's access to magical libraries. Modern day magic-wielders now learn the technique for a spell according to their Archetype's Crafting Style. The Spellcrafter then applies an appropriate level of power to the spell, depending upon their capacity and need, to achieve their desired effect. Today's Spellcrafters have learned to adapt a single spell to multiple situations, and use their experience as Crafters to adjust the power of their spells as they need.

The eight schools of Modern Magic, and their fundamental base effects, are described as follows.

SCHOOL OF ABJURATION

Abjuration spells are defensive in nature. They are designed to protect people or objects from harm by preventing, removing, shielding or hiding from the threat.

If two or more Abjuration spells are active within ten feet of one another, the overlapping energy fields will cause a visible distortion that improves the DC of a Perception skill by +4 when attempting to detect their presence.

If an Abjuration spell creates a barrier to keep certain types of creatures at bay, that barrier cannot be used to push away those creatures. If the Crafter forces the barrier against such a creature, he will feel a discernible pressure against the barrier. If the Crafter continues to apply pressure, the spell will fail.

The Abjuration school is defined by the following spells; Banish, Dispel, Obscure, Protect, & Secure.

BANISH

School: Abjuration

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Close (25' + 5' per Caster Level)

Targets/Effects/Area: 1 or more extraplanar Creatures, Objects or Substances.

Duration: Instantaneous

Saving Throw: Will save negates

Spell Resistance: Yes

A Banishment spell attempts to forcibly expel a creature, object or substance and send it back to its proper plane of existence. When successful, this spell will instantly whisk the target away.

As many as 2 HD of creatures, or 1 cubic foot of material, can be affected per Caster Level. A Willpower Saving Throw negates the Banishment attempt against creatures. Only attended materials and objects receive a saving throw.

Certain rare items or materials may increase the effectiveness of a Banishment spell, if it is something the extraplanar creature or material is opposed to. For each such object or substance used, the Crafter gains a +1 bonus to his Caster Level Check to overcome the target's Spell Resistance, and a +2 bonus to the save DC the target must overcome. The GM should carefully consider whether an item or material is in opposition to the target of a Banishment spell.

Cantrip: The Crafter can Banish any creature that is an Outsider that is 1 HD or less, or an extra-planar object or material weighing less than 1 lb. Creatures and attended objects or materials receive a +2 bonus to any Will save when attempting to resist.

DISPEL

School: Abjuration

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Medium (100' + 10' per Caster Level)

Targets/Effects/Area: 1 Spellcrafter, Creature or Object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A Crafter uses this spell to cancel, counter, disrupt or suppress another spell or magical effect. It is useful against other Crafters as they are casting a spell of their own, upon active magical objects, or upon existing magical effects that need to be removed or suppressed. Any magic that is successfully targeted by a Dispel will end as if its duration had expired, or

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the magic can be suppressed for one minute per Caster Level. The choice is up to the Dispel-ling Crafter but must be declared at the time of Crafting. This spell can be employed in one of two ways; a Targeted Dispel or a Counter spell.

As a Targeted Dispel, one object, creature or spell is the target of the Dispel. The Crafter makes one check (1d20 + Caster Level), and compares that to the spell with the highest opposing Caster Level (DC = 11 + the spell's Caster Level). If successful, the spell either ends or is suppressed. If unsuccessful, compare the same result to the spell with the next highest Caster Level. This process is repeated until the Crafter has dispelled one spell affecting the target, or has failed to dispel any spell. A Crafter may also use a Targeted Dispel to specifically end or suppress one spell affecting the target or one spell affecting an area. The specific spell effect must be named in order to be targeted this way. If the Crafter's Caster Level check is equal to or higher than the DC of that spell, it is affected. No other spells or effects on the target are dispelled if the check is not high enough to end the targeted effect.

If an object is targeted by a Dispel, and it is a magical item, the Crafter makes a Dispel Check against the item's Caster Level (DC = 11 + the item's Caster Level). If this check succeeds, all the item's magical properties are suppressed for 1d4 rounds per CL, after which the item recovers its magical properties. A suppressed item becomes non-magical for the duration of the effect. An inter-dimensional opening is temporarily closed. A magic item's physical properties are unchanged: A suppressed magical tool is still a tool (a masterwork tool, in fact). Artifacts and deities are unaffected by mortal magic such as this.

Crafters automatically succeed on any Dispel Check against a spell that they cast themselves.

When using a Dispel as a Counter spell, the target becomes an opposing Crafter as they attempt to cast a spell. The Crafter using the Dispel must hold his action in a ready state and when the opposing Crafter releases their spell, attempt to counter it

with the Dispel. To determine the outcome, opposing Caster Level Checks are made. The Crafter with the higher result succeeds in his action.

Cantrip: The Crafter may use this Cantrip as described above, against any other Cantrip spell. Magical Items are unaffected by this Cantrip.

OBSCURE

School: Abjuration

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Touch

Targets/Effects/Area: Creature or Object touched

Duration: 10 Minutes per Caster Level (or until discharged)

Saving Throw: Will save negates (harmless)

Spell Resistance: Yes (harmless)

An Obscuring spell will hide the presence of a creature, object or magical aura from any magical detections or discernment. The target can be hidden from spells that Detect or Scry, or can be rendered undetectable in any way to a select group of creatures.

Hiding a creature from a Detect or Scry spell grants an additional +2 per Caster Level of the obscuring Crafter, to any Will saves made to avoid detection.

When an object is the target of a Detect or Scry, the creature in possession is afforded the Will save. The object itself is not given a save. Obscuring an object creates a DC of 12 + Caster Level of the Crafter, to be overcome by the Crafter of the Detect or Scry spell.

Obscuring a creature or object from a select group (animals, undead, outsiders, etc.), will effectively render the target of the Obscure spell non-existent to that select group for the duration of the spell. If

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the target of the Obscure spell attacks or initiates contact in any way, the spell ends immediately.

Cantrip: The Crafter gains a +1 bonus to Will saves made to avoid the detection of a targeted creature.

Cybercrafting: The obscured object or creature can be hidden from any electronic surveillance equipment, such as video cameras, motion sensors, thermal imaging, etc.

PROTECT

School: Abjuration

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Touch

Targets/Effects/Area: Creature or Object touched

Duration: 10 Minutes per Caster Level (or until discharged)

Saving Throw: Will save negates (harmless)

Spell Resistance: Yes (harmless)

A Protection spell creates a magical barrier that acts as a shield against physical or energy damage, or a ward against a chosen creature type. When the Crafter touches a creature or object while releasing this spell, it will create a barrier one foot away of magical energy around the recipient. The barrier moves with the recipient.

When this spell is used against physical damage, the recipient gains Damage Reduction 5/Magic versus ranged and melee weapons. The spell will then absorb 10 points of physical damage per Caster Level before being discharged.

Using the protective barrier against energy damage grants temporary immunity to a specific, chosen energy type. The barrier will absorb 12 points of energy damage per Caster Level before discharging.

If the protective barrier is used to ward against a specific, chosen creature type; it grants a +2 deflection bonus to AC and a +2 resistance bonus to all saves versus the chosen creature type. The barrier will also prevent bodily contact with the chosen creature type, causing natural weapons to fail and the creature to recoil. The barrier will collapse if it is forced into contact with the chosen creature, such as with attacks.

Cantrip: The protected creature gains a +1 bonus to AC against the next single attack made by the chosen creature type; or a +1 bonus to a single saving throw against the chosen creature type.

Cybercrafting: Any computing device that is protected by this spell will be highly resistant to digital viruses and hacking attempts. A +10 penalty is applied to the DC of any unauthorized attempts to change the protected devices programming. Any electrical system may be protected and insulated against an Electromagnetic Pulse using this spell.

SECURE

School: Abjuration

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Close (25' + 5' per Caster Level)

Targets/Effects/Area: 1 Creature or Object or 10 sq ft per Caster Level

Duration: 10 Minutes per Caster Level (or until discharged)

Saving Throw: See Text

Spell Resistance: See Text

When a Crafter employs a Securing spell, he is attempting to magically lock or seal an object or portal against any tampering. The Crafter may also use this spell to ward an area against intrusion by setting up alarms and/or traps. Also, a creature or an

area may be secured in a way that prevents extra-dimensional travel.

This spell, when cast upon a door, container or portal, magically locks it. The Crafter can freely pass his own Securing spell without affecting it. If the secured object has an actual mechanical or electronic lock, the DC to open that lock increases by 10 while the lock remains attached to the object. If the object does not have a lock, this spell creates one that can only be opened with a DC 20 Disable Device skill check. A door or object secured with this spell can be opened only by breaking in or with a successful Dispel. Add 10 to the normal DC to break open a door or portal affected by this spell. A Dispel will end the effects of a Securement spell, as normal.

A Crafter can deploy this spell to ward an object or area by setting up a magical glyph that is triggered by the intrusion of certain predetermined creatures. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to an Axiom of belief, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded. A glyph is hard to both detect and disable. An opponent can use the Perception skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + the glyph Crafter's Caster Level. There are two types of glyphs that can be employed in a Secure Spell; the Blast Glyph and the Spell Glyph.

Blast Glyph: This glyph deals 1d4 points of damage per Caster Level to the intruder and to all within 5 feet of him. The type of damage is chosen by the Crafter when the glyph is created. He can choose from acid, cold, fire, electricity, or sonic. Each

creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell that you know into a glyph. All level-dependent features of the spell are based on the Crafter's Caster Level at the time of casting the glyph. If the spell requires a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving Throws and Spell Resistance operate as normal, except that the DC is based on the Caster Level of the spell stored in the glyph.

Cantrip: The Crafter can place a special glyph upon a non-living object, known as an Arcane Mark. This glyph behaves like any other, but serves no purpose other than "tagging" an object. This mark can only be seen by the Crafter who created it, or through the use of a Detect spell.

Cybercrafting: A computing device can be secured with a mystic encryption passkey, adding a +10 to the DC of any attempt to gain access to either its operating system, or certain files within its memory. A ward may be installed also, that will release a virus into any computing device that attempts an unauthorized connection with the secured device, or upon an attempt to open a secured file.

SCHOOL OF CONJURATION

The school of Conjunction is one of the most versatile of all the magical studies. Conjuring spells allow a Crafter to relocate creatures, objects and energy from one point to another; whether that is between dimensions, space or time.

If a creature, object or element is manifested or transported by a Conjunction spell, it cannot appear inside another creature or solid object. Also, the subject cannot appear suspended in empty space. The subject must appear in an open space and upon a surface that can support it.

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When a Crafter manifests or transports any material or substance that he intends to contain, he must have a proper container prepared to receive it. Any liquids, gases or solids will immediately disperse in their natural way into the environment if no container is prepared. This applies to any form of energy as well.

The School of Conjunction encompasses the following spells; Call Element, Create, Heal, Summon, & Translocate.

CALL ELEMENT

School: Conjunction

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Close (25' + 5' per Caster Level)

Targets/Effects/Area: See Text

Duration: Instantaneous

Saving Throw: See Text

Spell Resistance: No

A Crafter using this spell can open a momentary portal to one of the Elemental Planes. Through this portal, the Crafter is able to call forth a portion of the raw element native to that plane. The Crafter may then utilize this raw element in one of several ways; hurl the element as a missile, trap the element in a container, or allow the element to fill an area as it would naturally disperse.

As a Crafter rises in experience and power, he can expand his choice outside of the 4 primary elements - Air, Earth, Fire, and Water. At Caster Level 3, he may choose a specific sub-elemental type if desired. These include the quasi-elements bordering the Positive Energy Plane: Lightning, Mineral, Radiance and Steam; as well as those bordering the Negative Energy Plane: Vacuum, Dust, Ash and Salt.

When using the raw element as a hurled missile, only a handful of it is acquired when the portal opens. The Crafter must succeed on a ranged touch attack, and each missile deals 1d4 points of damage with a successful strike. A Crafter can throw 1 missile per Caster Level in a single attack. Multiple missiles may be hurled at different targets, but the targets must all be within 30' of each other. No Saving Throw is normally afforded to these attacks, and Spell Resistance does not apply as this is actual elemental material.

When opening a portal to fill a container or to otherwise "flood" an area, the Crafter can call forth 1 cubic foot of elemental material per Caster Level.

Cantrip: The Crafter can throw 1 missile that does 1d2 points of damage; or call forth 1 cubic inch of elemental material.

Cybercrafting: If he is able, a Crafter may call upon the quasi-element of lightning to charge a capacitor or battery. The Crafter can produce roughly 12 volts per Caster Level (1 normal car battery, or about 9 AA batteries).

CREATE

School: Conjunction

Casting Time: 1 Standard Action per cubic foot created

Components: as per Archetype; Material
Components must include a small piece of matter of the item to be created.

Range: 0'

Targets/Effects/Area: Unattended, Non-Magical object of up to 1 cubic foot per Caster Level

Duration: See Text

Saving Throw: None

Spell Resistance: No

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Using this Conjunction, a Crafter can create a non-magical, unattended object of various types of matter. The volume of the item created cannot exceed 1 cubic foot per Caster Level. The duration of the created item varies depending upon the matter involved. At the end of the duration, the item dissolves into a puddle of ectoplasm which quickly evaporates away leaving no residue. The Crafter must succeed on an appropriate Craft skill check in order make any complex items.

Created Material	Duration
Vegetable Matter	2 Hrs/CL
Stone, Crystal, Base Metals	1 Hr/CL
Plastics, Synthetics	1 Hr/CL
Silicon	30 Min/CL
Precious Metals	20 Min/CL
Gems	10 Min/CL
Rare Metals*	1 Rnd/CL

*Includes Adamantine & Alchemical Silver

Attempting to use any created object as a material component causes the attempted spell to fail.

Cantrip: As a Cantrip, this spell can produce a single cubic inch of material, excluding precious metals, gems and rare metals. The Duration on the material created is 1 minute.

Cybercrafting: Using the appropriate Craft skill (Electronic, Mechanical or Structural), the Crafter may "heal" any non-living object, piece of equipment, or building structure. Up to 1 cubic foot of material per Caster Level is created and built into place without the need of any tools. The result is much the same as a normal Repair.

HEAL

School: Conjunction

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Touch

Targets/Effects/Area: Creature Touched

Duration: Instantaneous

Saving Throw: Will half; See Text

Spell Resistance: Yes; See Text

When a Crafter opens a portal to the Positive Energy plane, he may use that raw energy to heal the wounds of living creatures. This spell will heal 1d6 points of physical damage, or 1 point of temporary Ability damage, per Caster Level. If this spell is used on the undead, the effects are reversed, causing an equal amount of physical damage instead.

As an alternative to physical damage, this Conjunction can also remove one physical condition; such as Bleeding, Blinded, Dazed, Deafened, Exhausted, Fatigued, Nauseated, Paralyzed, Petrified, Shaken, Sickened & Stunned. When attempting to remove one of these conditions, the Crafter must make a Caster Level Check (d20 + Caster Level), versus the DC of the condition affecting the target. The DC is set by the Caster Level of the Crafter, or total level of the creature, that caused the condition. If the target brought the condition upon himself through physical exertion or other means, then the target's Character Level sets the DC. (DC = 10 + Caster Level or Creature Level or Target's Character Level)

Another use of this Conjunction spell is to cure the effects of a poison or disease. Each poison and disease has its own set DC for Fortitude saves. The Crafter must succeed in a Caster Level check (d20 + Caster Level), against the DC of the poison or disease that is to be eliminated.

Regeneration & Resurrection: These two very powerful aspects of the Heal spell can only be accomplished when the Crafter reaches Caster Level 10. The injured or deceased target must be laid prone (or some remains of the deceased that were part of it when it died). If the intention is to Regenerate a severed appendage (fingers, toes, hands, feet, arms, legs, tails, or even a head from a multi-headed creature), mend broken bones, or repair ruined organs, the Healer must continue until a number of hit points equal to half of the target's

maximum have been healed, working at a rate of 1d6 per round. At the conclusion of the spell, the physical Regeneration is complete if the severed appendage is present and touching the target's body, otherwise the new appendage will grow back in 2d10 rounds. If the intention of the Healing is the Resurrection of the target, the corpse must not have been dead more than 1 year per Caster Level. The Crafter must continue working in the same fashion as before, until the full maximum of the target's Hit Points are restored. At the conclusion of the spell, the target is granted new life and is restored to full health. The target does gain 1 permanent negative level after being raised from the dead. A Crafter cannot Resurrect someone who has died naturally of old age. Constructs, Elementals, Outsiders and Undead creatures cannot be resurrected.

Cantrip: The Crafter may heal 1d2 points of physical damage with this Cantrip.

SUMMON

School: Conjunction

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Close (25' + 5' per Caster Level)

Targets/Effects/Area: One Summoned Creature or Prepared Object

Duration: See Text

Saving Throw: None

Spell Resistance: No

If this Conjunction spell is successfully crafted, it will send a mystic summons to an extra-planar creature, pulling it from where it originates, and instantly transporting it to where the Crafter awaits. This spell may also summon a prepared object or piece of equipment from any location to where the Crafter awaits. And lastly, a Summoning spell may also be

used to hide a container within the Ethereal Plane for a certain period of time.

When summoning an extra-planar creature (usually an Outsider, Elemental, or Magical Beast that is native to another Material Plane), it will appear where the Crafter chooses and can act immediately, on his turn. The creature will attack any opponent to the best of its ability. If the Crafter can communicate with the creature, it can be directed not to attack, to attack only certain opponents, or to perform other tasks of which it is capable. The Crafter may summon any extra-planar creature type that he is at least somewhat knowledgeable of (studied, heard tales or legends, or has previously encountered), that has a maximum CR equal to his Caster Level +1. A different creature may be chosen each time this spell is crafted. A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. If the Crafter is summoning a creature that matches his particular moral alignment, all good creatures will have the Celestial template, and all evil creatures will have the Fiendish template. Neutral Crafters may choose between the two. A summoned creature will remain with the Crafter for the Duration of 1 round per Caster Level, or until it is reduced to 0 Hit Points, whichever occurs first. At that point, the creature will return from whence it came, with full health restored.

A Crafter can also choose to summon a non-living item to his location from virtually any other location. The crafter must first place an Arcane Mark upon the target object. He then Crafts the Summoning spell, and traces the same Arcane Mark, which will instantly transport the object. If the Crafter wishes the object in his hand, he must trace the mark upon his palm; otherwise it must be traced upon any solid surface that will support the object. If the item is in the possession of another creature, the spell does not work, but the Crafter does know who the possessor is and roughly where that creature is located when the summons occurs. The distance between the Crafter and the target object must be

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no more than 100 miles per Caster Level (and the object can be no bigger than 10 cubic feet per Caster Level).

Upon reaching Caster Level 10, the object may be summoned from another plane, and from any distance within the same plane. The Arcane Marks used in this spell are invisible and unreadable except with a Read Magic spell; and they are also permanent until discharged or dispelled.

Another use for a Summoning spell is hiding a container upon the Ethereal Plane. This container may hold up to 1 cubic foot of material per Caster Level, despite its actual physical size of approximately 3' x 2' x 2'. The construction of this container must be of Masterwork quality, costing no less than \$5000. A miniature exact replica of the container must also be constructed, with a minimum cost of \$1000. This replica container is used to summon the actual container back from the Ethereal Plane. This version of the Summoning spell has the duration of 10 days per Caster Level, after which there is a cumulative 5% chance per day that the container is irretrievably lost on the Ethereal Plane. If the replica is lost or destroyed there is no way, short of an extra-planar expedition, that the container can be recovered. Living things that are placed within the container must still eat, drink, breathe and sleep as normal. If this is denied to them, they will die in normal due time.

Cantrip: The Crafter can summon one small object that he possesses, from his pocket to his hand and vice versa. This also extends to any storage containers that are worn by the Crafter.

TRANSLOCATE

School: Conjunction

Casting Time: 1 Standard Action

Components: as per Archetype

Range: See Text

Targets/Effects/Area: Personal, Touched Objects or Willing Creatures

Duration: Instantaneous

Saving Throw: None / Will Negates (object)

Spell Resistance: No / Yes (object)

This spell instantly transports a Crafter to a designated destination, to a distance of up to 10 miles per Caster Level. At CL 10 there are no longer any restrictions to distance, and at CL 13 there is no chance of arriving off target.

Extra-planar travel is not possible until the Crafter reaches Caster Level 10. The Crafter can bring along objects as long as their weight doesn't exceed his maximum carrying load. He may also bring one additional willing medium or smaller creature (carrying gear or objects up to its maximum load), or its equivalent per 3 Caster Levels. A large creature counts as two medium creatures, a huge creature counts as four medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with the Crafter. Alternatively, a single object of no more than 1 cubic foot per Caster Level can be transported without the Crafter going with it.

The Crafter must have some clear idea of the location and layout of the destination. The clearer his mental image, the more likely the Translocation spell works. Areas of strong physical or magical energy may make the Translocation more hazardous or even impossible. To see how well the spell works, roll d% and consult the table at the end of this spell's description. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where the Crafter has been very often and where he feels at home. "Studied carefully" is a place he knows well, either because he can currently physically see it or he's been there often. "Seen casually" is a place that the Crafter has seen more than once but with which he is not very familiar. "Viewed once" is a place the

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Crafter has seen once, possibly using magic such as a Scrying spell. "False destination" is a place that does not truly exist, or if the Crafter is Translocating to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to him. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination to hope to arrive at or even be off target from.

On Target: The Crafter appears where he intended to be.

Off Target: The Crafter appears safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly by a d8. **Similar Area:** The Crafter winds up in an area that's visually or thematically similar to the target area. Generally, he appears in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: The Crafter and anyone else Translocating with him, or the object sent, have gotten "scrambled." All travelers take 1d10 points of damage and the Crafter must reroll on the chart to see where they wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very Familiar	01-97	98-99	100	--
Studied Carefully	01-94	95-97	98-99	100
Seen Casually	01-88	89-94	95-98	99-100
Viewed Once	01-76	77-88	89-96	97-100
False Destination	--	--	81-92	93-100

Cantrip: The Crafter can instantly transport a non-living object of no more than 1 cubic inch, up to 10' from his person. The destination site must be clearly visible to the Crafter.

Cybercrafting: If a Crafter succeeds with a Survival Skill check against a DC of 20, he may use a GPS device to attain a Familiarity of "Very Familiar", even if he has no knowledge of the destination.

SCHOOL OF DIVINATION

The spells within the school of Divination primarily deal with the discovery of information. These spells allow a Crafter to learn secrets long forgotten, predict the future, find hidden things, and see through deceptive spells. Many Divination spells have cone-shaped areas. These move with the Crafter and extend in the direction he chooses. The cone defines the area that can be swept each round. If the Crafter studies the same area for multiple rounds, he can often gain additional information, as noted in the descriptive text for the spell.

The School of Divination includes the following spells; Commune, Detect, Extra Sensory Perception, Foresight, & Scry

COMMUNE

School: Divination

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Personal or Creature Touched

Targets/Effects/Area: 1 Creature; See text

Duration: 2 rounds per Caster Level

Saving Throw: None

Spell Resistance: No

With the Communion Spell, a Crafter can extend his perception and understanding to an extent that allows him to communicate with creatures or objects that he would normally not be able to converse with. The Crafter must identify and name a specific living creature type (humanoid, animal, aberration, etc.) or natural object type (stone, wood, plants, etc.). He

will then cast the Communion Spell in the presence of that creature or object, and attempt to converse with his target. This spell does not ensure a friendly or cooperative relationship with the intended target, only the means to communicate. If the intended target of the Communion is a deity or extra-planar entity, the Crafter must perform this spell in the presence of an altar or totem dedicated to that deity or entity, or an object that was the personal possession of that entity.

When a contact is established, the Crafter may ask 1 question, per Caster Level, of the target. The creature will answer to the best of its ability and knowledge, although wary and cunning creatures are likely to be terse and evasive. Less intelligent creatures may make inane comments that are only vaguely helpful at best. If the target is already friendly toward the Crafter, it may be asked to perform a favor or service. The option to perform the favor or service lies completely with the target, and may be ignored if not within the creature's best interests.

The ability conferred by a Communion Spell can be given to one creature that the Crafter touches, instead of the Crafter himself receiving the benefit. Regardless of who is using the Communion, if all questions are not asked within 2 rounds per Caster Level, the spell ends and the Communion is lost.

Another useful application of the Communion spell is to establish a mental bond between the Crafter and one or more willing targets, each of which must have an INT score of 3 or higher. Aside from himself, the Crafter may include 1 other creature for every 3 Caster Levels invested into the spell. Each creature included in the bond is linked to all the others, and creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). If desired, the Crafter may exclude himself from the telepathic bond that is forged. This decision must be made at the time of casting.

Cantrip: The Cantrip version of the Communion Spell will allow the Crafter to understand the spoken words of intelligent creatures, or read otherwise incomprehensible written languages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The Cantrip enables the Crafter to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical.

Cybercrafting: A Crafter may name any electronic or mechanical device as the target of his Communion Spell. The Crafter may also establish a "wireless" mental bond with an appropriate number of computing devices, as outlined above.

DETECT

School: Divination

Casting Time: 1 Standard Action

Components: as per Archetype

Range: 25' per Caster Level

Targets/Effects/Area: Cone Shaped Emanation

Duration: Concentration; Up to 1 minute per Caster Level

Saving Throw: None

Spell Resistance: No

A Detection Spell will allow a Crafter to heighten his awareness and enable him to see the auras of one specific type of creature, or sense the presence of a specific hidden type of object. When crafting this spell, a creature or object type is named and the Crafter may then study the immediate area in front of him. The longer the Crafter studies the area, the more information he will uncover.

The Crafter may search for the auras of any specific type of humanoids, animals, plants, aberrations, outsiders, undead or magical beasts. The Crafter

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may also attempt to detect the “aura” of such hidden things as secret passages, traps, poisons, and invisible creatures or objects. Also, the Crafter may search for a specific alignment aspect, such as good, evil, lawful or chaotic. Any type of creature or object may be the subject of a Detection spell, the Crafter must only concentrate upon his subject and focus his senses outward. Upon successful crafting of this spell, the Crafter will learn the following information about his subject.

First round of study: The presence or absence of the named aura.

Second round of study: The number of different auras of the subject type, and which is the most potent and powerful of those auras.

Third round of study: The strength, condition and location of each aura. If they are within line of sight, the Crafter may attempt an appropriate Knowledge skill check to uncover even more information about the subject. For inanimate objects, each additional round of study will provide a +1 on any skill that is used to deal with the subject.

Aura Strength: The strength of an aura is usually determined by a creature’s Hit Dice. For magical auras, it is an indication of the Caster Level that crafted the spell or item.

Aura Strength	HD	CL
Faint	3 or less	2 or less
Moderate	4 – 8	3 – 8
Strong	9 – 15	9 – 16
Overwhelming	16 +	17 +

Aura Condition: When studying the auras of animals, plants, aberrations and magical beasts, their condition provides an insight to their general health.



Aura Condition	Health
Normal	At least 90% of full normal Hit Points; free of disease
Fair	30% to 90% of full normal Hit Points remaining
Poor	Less than 30% of full normal Hit Points remaining; afflicted with a disease, or suffering from a debilitating injury
Weak	0 or fewer Hit Points remaining; afflicted with a disease that has reduced an ability score to 5 or less, or crippled

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round the Crafter can attempt to detect a new subject type in the area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Cantrip: The Cantrip of this spell allows a Crafter to search for Magical Auras in the manner described above.

Cybercrafting: A Crafter can select any specific type of electronic or mechanical device as the subject of the Detection Spell.

EXTRA SENSORY PERCEPTION

School: Divination

Casting Time: 1 Standard Action

Components: as per Archetype

Range: See Text

Targets/Effects/Area: One Creature

Duration: 1 minute per Caster Level

Saving Throw: Will negates

Spell Resistance: Yes

The Extra Sensory Perception (ESP) spell is used to expand a Crafter’s awareness and perception into

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the realm of mental thoughts and emotions. A Crafter that employs an ESP spell can open a “third eye” within his own mind, allowing him to sense the thoughts and emotions of other creatures, and to see things as they truly are.

A Crafter can use his heightened senses to “listen” to the surface thoughts of creatures within a 25’ radius per Caster Level of himself. The longer he listens, the more information he will gather.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than the Crafter’s own Intelligence score), the Crafter is stunned for 1 round and the spell ends. This spell does not let the Crafter determine the location of the thinking minds if he can’t see the creatures whose thoughts he is detecting.

3rd Round: Surface thoughts of any mind in the area. A target’s Willpower Save prevents the Crafter from reading its thoughts, and the Crafter must cast ESP again to have another chance. Creatures of animal intelligence (INT 1 or 2) have simple, instinctual thoughts.

Instead of listening, the Crafter may choose to establish a telepathic bond between himself and a number of willing creatures. The Crafter can bond with 1 other creature for every 3 CLs he has attained, and each of those creatures must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over a distance of 500 feet per CL. If desired, the Crafter may leave himself out of the telepathic bond forged. This decision must be made at the time of casting.

A Crafter can also perceive emotional responses from those under the scrutiny of an ESP spell. This

use of the spell grants the Crafter a +20 bonus on any single attempt of a Sense Motive skill check during this spell’s duration. This is especially useful in discerning falsehoods being spoken by the target.

When a Crafter opens and views the world with his “third eye”, he can make an attempt to see things as they truly are, and see through any false images or magical transformations. When using this “sight”, the Crafter can attempt an opposed roll to recognize Illusions, Polymorphs or Shapechanges for what they truly are or what their true shape is. The Crafter rolls 1d20 + his CL against a DC of 10 + the CL of the effect altering his target.

Cantrip: A Crafter gains +5 to any single Sense Motive skill check.

Cybercrafting: The ESP spell can be used by a Cybercrafter to establish a telepathic bond with computing devices.

FORESIGHT

School: Divination

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Personal

Targets/Effects/Area: 1 Creature

Duration: See Text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This Divination spell allows a Crafter to gain some insight into the near future, helping to determine how his actions will affect the near future. A Crafter can also use this spell to sense the best direction to move in when searching for a creature, object or place.

The Foresight Spell can provide a Crafter with a useful piece of advice in reply to a question

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concerning a specific goal, event, or activity that is to occur within 1 day per CL. The advice granted by this spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If the Crafter does not act on the information, the conditions may change so that the information is no longer useful. The base chance for correct information is 70% + 1% per caster level. If the die roll fails, you know the spell failed.

The Crafter can use this spell to grant himself or 1 other creature a +20 insight bonus on their next attack or skill check roll. This bonus must be used within 1 round per CL, or it is lost. Alternatively, the Crafter may wish to hold the bonus provided by this spell, keeping it in a ready state for when it is needed. In this use of the Foresight Spell, the insight bonus is only equal to the Crafter's CL though it remains at the ready for 1 hour per CL. The bonus may be applied to any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Once the bonus is used, the spell ends. No one may have more than 1 of these effects upon them at any given time.

Another use of the Foresight Spell is to gain a sense of direction when searching for a creature, object or place. The target of the search must be within 400' + 40' per CL. The Crafter can sense the direction of a well-known or clearly visualized creature or object. He can search for general creatures or items, in which case he locates the nearest of its kind if more than one is within range. Attempting to find a certain creature or item requires a specific and accurate mental image; if the image is not close enough to the actual target, the spell fails. The Crafter cannot specify a unique creature or item unless he has observed that particular target firsthand. Once the spell is successfully completed, the Crafter will turn in a circle until he feels an unmistakable tugging force that pulls him toward the target. After a duration of 1 minute per CL, this tugging force will cease.

Cantrip: A Crafter can use this spell to always know in which direction true north lies.

Cybercrafting: If this spell is cast through a GPS device when determining a direction toward a creature, object or place, the Crafter may extend the range of his search to 1 mile per CL.

SCRY

School: Divination

Casting Time: See Text

Components: as per Archetype

Range: See Text

Targets/Effects/Area: Magical Sensor

Duration: 1 Minute per Caster Level

Saving Throw: See Text

Spell Resistance: See Text

A Scrying Spell is used to view, listen to, or otherwise perceive an area or individual creature from a remote position. This can be done by extending the Crafter's senses to a distant location using an invisible magical sensor. A Crafter may scout an area close by, or remotely eavesdrop on a creature or place far away.

When a Crafter wishes to Scry upon a specific location, the crafting of the spell requires 10 minutes to complete, after which a magical sensor appears in a desired locale no more than 1 mile per Caster Level away from the Crafter. The sensor allows the Crafter to either listen to, or view the area visually. The choice is up to the Crafter and is decided when crafting the spell. The chosen location must be known to the Crafter; either having personally been there, or studied it carefully. Once in place, the sensor does not move; although it can be rotated in all directions, allowing the Crafter to sense the surrounding area out to a range normal for him. There are no Saving Throws for this use of the Scry Spell, and Spell Resistance is not applicable.

Should a Crafter choose to target an individual creature with a Scrying Spell, the time required to

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craft the sensor is 1 hour and the target is then granted a Willpower Saving Throw (DC = 10 + CL), to avoid the intrusion. The difficulty of the Saving Throw is modified by how much knowledge the Crafter has of the target, and what physical connection (if any) they have with one another. If the save fails, the Crafter can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet. The range from the Crafter to his target may not exceed 1 mile per CL. If the save succeeds, the Crafter cannot attempt to Scry on that target again for at least 24 hours.

Knowledge	Willpower Save Modifier
None	+10
Secondhand	+5
Firsthand	+0
Familiar	- 5

Connection	Willpower Save Modifier
Likeness or Picture	- 2
Possession or Garment	-4
DNA Sample	- 10

Another option a Crafter has when using this spell is to send his magical sensor out into his surrounding area, as a sort of scout. Crafting the sensor takes 1 minute, requires no Saving Throw and is not affected by Spell Resistance. Once ready, the sensor travels at 30 feet per round (300 feet per minute) if viewing an area ahead as the Crafter would (primarily looking at the floor); or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The sensor sees exactly as the Crafter would see if he were there. The sensor can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The sensor cannot enter another plane of existence, even through an open Translocation portal. The Crafter must concentrate to use a Scrying sensor. If he does not concentrate, the sensor is inert until he again concentrates. The sensor has no maximum range.

Cantrip: As a Cantrip, this spell will produce a sensor that remains just above the Crafter's shoulder, and allows the Crafter to view what is directly behind him. The sensor has vision equal to the Crafter.

Cybercrafting: A Crafter may substitute his magical sensor in lieu of using a known camera or microphone within the spell's range. If employing this technology, the Crafter may use the equipment's normal range for sight or hearing.

SCHOOL OF ENCHANTMENT

Enchantment spells affect the minds of others, influencing or controlling their behavior. All enchantments are mind-affecting spells, granting a Crafter influence over the actions or thoughts of a target creature. Employing the spells from this school allows a Crafter to empower or demoralize a creature. He can befriend or outright control the thoughts of others, even to the point of arresting all neuromuscular activity.

The School of Enchantment includes the following spells; Aid, Charm, Hex, Immobilize & Influence

AID

School: Enchantment

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Close (25' + 5' per Caster Level) / 40 yard burst (Group)

Targets/Effects/Area: 1 Creature or 1 Group of Allies

Duration: 1 Round per Caster Level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A Crafter that employs this spell will imbue either a single creature or a group of allies with enhanced courage, bravery and mental fortitude. The recipients of an Aid Spell will benefit from clarity of

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thoughts that will boost actions and strengthen their resolve to shoulder through physical pain and overcome adversity. When this spell is crafted, one of two effects can be produced, for either a single target or a group.

The Crafter may bestow a +1 morale bonus to a single creature's attack rolls, saving throws, skill checks and weapon damage for every 2 Caster Levels he has attained. The Crafter may also bestow this bonus to all allies within a 40 yard burst, albeit the bonus is a +1 for every 5 Caster Levels attained.

An Aid spell may also grant temporary Hit Points to either a single creature or to a group of allies. A single target will receive $1d8 + \text{Caster Level}$ of the Crafter providing Aid. A group of allies within a 40 yard burst will receive $1d4 + \text{Caster Level}$ in temporary Hit Points.

Cantrip: The Crafter may employ his Aid as a Cantrip, bestowing a +1 morale bonus to a single creature's attack roll, saving throw, skill check or weapon damage for 1 round only.

CHARM

School: Enchantment

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Close (25' + 5' per Caster Level)

Targets/Effects/Area: 1 Creature per Caster Level

Duration: 1 Minute per Caster Level

Saving Throw: Will negates

Spell Resistance: Yes

The Charm spell attempts to change the attitudes of a single creature or a group of creatures within a small area, into one that regards the Crafter as a trusted friend and ally. If any of the target creatures are currently being assailed by the Crafter or any of his allies, all potential targets receive a +5 bonus to

their Saving Throws. The Crafter may attempt to Charm one creature per Caster Level invested, although no two of them can be more than 30' apart.

This spell does not allow for control of the affected creatures, as if they were automatons. But the creatures will perceive the words and actions of the Crafter in the most favorable way. The Crafter may issue orders to the affected creatures, but an opposed Charisma check must be won with each affected creature before that specific creature can be convinced to do anything it wouldn't ordinarily do. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

The Charm spell may also be used to calm the emotions of a single creature, or multiple creatures just as described above. The Crafter can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves), or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This use of the Charm spell will automatically suppresses (but does not dispel), any morale bonuses granted by other Enchantment spells. It also suppresses any fear effects and removes the Confused condition from all affected targets. When the Charm spell ends, any suppressed effects or conditions will resume provided their durations have not expired.

The Crafter must either speak the language of his targets, or be able to somehow communicate clearly with his intended targets.

Cantrip: A Charm Cantrip will give a +2 bonus to a single Diplomacy, Bluff, Handle Animal, or Perform skill check.

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HEX

School: Enchantment

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Close (25' + 5' per Caster Level) / 40 yard burst (Group)

Targets/Effects/Area: 1 Creature or 1 Group of Enemies

Duration: 1 Round per Caster Level

Saving Throw: Will negates

Spell Resistance: Yes

In many ways, a Hex spell is much the opposite of an Aid spell. A Hex fills the victim with dread and despair, thereby reducing his resolve when facing adversity. The Crafter may choose to target a single creature or a group of enemies, and may select one of two effects.

The Crafter may inflict a -1 morale penalty to a single creature's attack rolls, saving throws, skill checks and weapon damage for every 2 Caster Levels he has attained. The Crafter may also inflict this penalty to all enemies within a 40 yard burst, albeit the penalty is a -1 for every 5 Caster Levels attained.

The Crafter also has the option to use a Hex spell to inflict Confusion upon a single creature. This is as per the condition described in the Pathfinder Core Rules. This option of the Hex spell may not be employed as a burst against multiple targets.

Cantrip: When crafted as a Cantrip, a Hex spell will cause a single creature to be Dazed, as per the condition, for one round only.

IMMOBILIZE

School: Enchantment

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Medium (100' + 10' per Caster Level)

Targets/Effects/Area: See Text

Duration: 1 Round per Caster Level

Saving Throw: Will negates

Spell Resistance: Yes

With an Immobilize spell, the Crafter attempts to mentally Paralyze a target creature, causing it to suffer as per the condition and freeze in place. The target is aware of its environment and breathes normally but cannot take any actions, including speech. On each round of the duration, the target may attempt a Will save to end the effects of the Immobilize spell. This is a full round action that does not provoke attacks of opportunity. A winged creature affected by this spell cannot flap its wings and will fall, just as a swimmer that is affected may drown.

Another effect of the Immobilize spell is to induce Sleep upon the targets. This is a magical slumber that will cause the affected creature to lie prone if possible, and render it Helpless as per the condition. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

The Crafter may attempt to Paralyze one creature per Caster Level invested, although no two of them can be more than 30' apart. The Crafter may use Sleep on up to 3 creatures per Caster Level invested, although no two of them can be more than 30' apart.

Cantrip: The Immobilize Cantrip will cause a single creature to be Stunned, as per the condition, for 1 round only.

INFLUENCE

School: Enchantment

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Close (25' + 5' per Caster Level)

Targets/Effects/Area: 1 Living Creature

Duration: 1 Minute per Caster Level; See Text

Saving Throw: Will negates

Spell Resistance: Yes

The Influence Spell allows a Crafter to directly impose his will upon one living creature. The affected creature can be given simple suggestions or outright commands, and it will be compelled to follow them to the best of its abilities and to the exclusion of all other actions. This is a telepathic link between the Crafter and the target creature, with no verbal requirements beyond necessary components of the spell's crafting.

The Crafter can target only one creature, and the duration of an Influence spell begins when the Crafter ceases to concentrate upon the affected creature. While concentration is maintained, commands may be given and completed and new commands issued. Once concentration ceases the Influenced activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. The Crafter may instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

The affected creature will resist this control, and any target forced to take actions against its nature receives a new saving throw with a +2 bonus. Self-destructive orders give the affected creature a +10 to its Saving Throw. A very reasonable suggestion causes the Saving Throw to be made with a -2

penalty. The affected creature receives a new Saving Throw when each new command is given.

Once control is established, the range at which it can be exercised is unlimited, as long as the Crafter and the affected creature are on the same plane. You need not see the subject to control it.

Cantrip: The Crafter receives a +4 bonus to a single Bluff or Diplomacy skill check when specifically attempting to persuade another creature to do something.

SCHOOL OF EVOCATION

The school of Evocation teaches a Crafter to manipulate raw energy into creating something from nothing; using magic to shape a specific energy type, or simply shaping magical force. The school is a dichotomy that balances energy and action, and this is achieved with spectacular effects and very often with destructive ends. Evocation spells manipulate the energies of everything in the multiverse, from the primal elements to philosophical ideals, sound and light waves, even the energy of magic itself.

The trick to this school is learning the energy types to be manipulated. The Crafter then has a variety of options available when it comes to manipulating that energy. For each spell in the school of Evocation, the Crafter must choose one energy type that is used in the spell's effects. This aspect makes Evocation unique amongst the Schools of Magic, in that a Crafter may wish to learn the same spell multiple times, albeit with the effects of different energy types.



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Energy Type	Description
Air	Manipulating the energy that drives wind currents.
Chaos	Using the wild, raw power of true cosmic chaos.
Cold	Harnessing the ambient heat energy from the surroundings and removing it.
Darkness	Diminishing the light waves in a focused area.
Earth	Controlling the tectonic energy of the earth.
Electricity	Manipulating the existing current of charged particles.
Evil	Calling upon the unadulterated evil of the infernal & material realms.
Fire	Using the primal, elemental energy of fire.
Force	Harnessing the raw energy of magic into a tangible force.
Good	Calling upon the benevolent energy of the celestial & material realms.
Law	Utilizing the rigid, structured energy of true cosmic law.
Light	Increasing the light waves in a focused area.
Sonic	Harnessing sound waves into a focused effect.

The School of Evocation includes the following spells; Barrier, Bomb, Construct, Field & Strike

BARRIER

School: Evocation

Casting Time: 1 Standard Action

Components: as per Archetype

Range: See text

Targets/Effects/Area: See Text

Duration: See Text

Saving Throw: None; See text

Spell Resistance: Yes (to all except Ice, Earth, & Force)

This Evocation spell creates a barrier of energy that can take one of two forms, dependent upon the energy type employed. The first form is that of a wall, measuring 10' squared per Caster Level. The exact dimensions of the wall are up to the Crafter and his needs, but must be a continuous, immobile structure with no breaks. A wall will remain in place for as long as the Crafter concentrates upon it, if it is not destroyed first. Once the Crafter ceases to maintain the wall, it will dissolve after 1 round per Caster Level.

The second form of a Barrier spell is that of an aura. This is an energy sheath that surrounds the Crafter or a single touched creature, and deals out its effects to all those that close to within normal melee range. An aura will move with the Crafter and has a flat Duration of 1 round per Caster Level.

The form and effects of a Barrier Evocation depend upon the energy type it is made of.

Air: As a Wall only, the barrier will deflect small & tiny flying creatures. Reflex saves are made to hold onto items 1lb or less. Normal missiles have a 30% chance of deflection + 5%/CL. Gasses & gaseous forms cannot pass, although incorporeal creatures are not affected.

Chaos: As an Aura only, Lawful & Neutral creatures take 1d6/CL damage & are Staggered 1d4 rounds. Counters & countered by any Law Evocation, CL check to determine.

Cold: As a Wall, this barrier forms a sheet of Ice 1" thick/2 CLs. Each 10' section of ice has 3 HP & Hardness 2 per inch of thickness. To breakthrough in a single attack requires a Strength check with a DC 15+CL. As an Aura, Frigid air deals 1d6+1/CL & Fatigues opponents who fail Fortitude save.

Darkness: As an Aura only, within the Barrier bright light becomes normal, normal light becomes dim, and dim light becomes darkness. If already dark, within the aura becomes supernaturally dark, blocking even Darkvision. At each 3 Caster Levels, one step may be skipped to the next (CL 6 may go

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from bright to dark). Counters & countered by any Light Evocation, CL check to determine.

Earth: As a Wall only, tectonic energy erupts, sending dirt & rock upward to form a wall 1" thick/3 CLs. Each 10' section of earth has 5 HP & Hardness 5 per inch of thickness. To breakthrough in single attack, a Strength check of DC 20+CL is required.

Electricity: As an Aura only, electric shock deals 1d6+1/CL & Staggers opponents for 1d6 rounds that fail a Reflex save.

Evil: As an Aura only, Good & Neutral creatures take 1d6/CL damage & are Staggered 1d4 rounds. Counters & countered by any Good Evocation, CL check to determine.

Fire: As a Wall, choose one side of the Barrier to emit intense heat that deals 2d4 to all within 10', and 1d4 to all between 10'-20'. Deals 2d6+1/CL damage to all who pass through & they Catch Fire. As an Aura, flames deal 1d6+1/CL & opponents who fail a Reflex save Catch Fire.

Force: As a Wall, magical force forms an invisible Barrier 1" thick that blocks all attacks from both sides but is damaged normally. Gaze attacks are effective through the wall, and the entire Barrier has 10 HP/CL & Hardness 5/CL. The Barrier is immune to Dispel, although an Alter spell of higher Caster Level will instantly destroy the Wall. As an Aura, the Barrier acts as a personal force field (or prison), with the same properties as the wall.

Good: As an Aura only, Evil & Neutral creatures take 1d6/CL damage & Staggered 1d4 rounds. Counters & countered by any Evil Evocation, CL check to determine.

Law: As an Aura Only, Chaotic & Neutral creatures take 1d6/CL damage & Staggered 1d4 rounds. Counters & countered by any Chaos Evocation, CL check to determine.

Light: As an Aura only, in a radius of 20' +5'/CL supernatural darkness becomes normal darkness, darkness becomes dim light, dim light becomes

normal light, and normal light becomes bright light. At each 3 CLs, one step may be skipped to the next (CL 6 may go from darkness to bright light). Counters & countered by any Darkness Evocation, CL check to determine.

Sonic: As a Wall only, the Barrier must be anchored between two solid objects no more than 10' apart/CL. Sound waves deal 1d6 to all within 10', and it deals 2d6+1/CL to all who pass through. A Fortitude save is required to avoid being Deafened.

BOMB

School: Evocation

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Long (400' + 40' per Caster Level)

Targets/Effects/Area: 20' Radius spread

Duration: Instantaneous

Saving Throw: Reflex half & no condition

Spell Resistance: Yes (to all except Ice, Earth, & Force)

An Evocation Bomb is a ranged attack wherein a Crafter fires a marble-sized sphere of energy from his hand to detonate within a target area. The Crafter must be able to see the target area and determine the range (distance and height), before launching the sphere. The bomb will detonate upon reaching its target, unless striking an intervening material body or solid barrier along its trajectory. An early impact results in an early detonation. If the Crafter attempts to send the sphere through a narrow passage, such as through an open window or the gap in a wall or fence, he must "hit" the opening with a ranged touch attack (AC 10 +1/10' range), or else the bomb strikes the barrier and detonates prematurely.

When the Evocation Bomb detonates, its energy blossoms out, filling a 20' area, and all creatures and

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objects within this area take 1d6 damage per CL in addition to the energy's unique effects. If the damage caused to an interposing barrier shatters or breaks through it, the bomb's effects may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

The Crafter can refrain from firing the bomb after crafting the spell, if he wishes. This is treated as a touch spell for which the Crafter is holding the charge. The Crafter can hold the charge for as long as 1 round per Caster Level, at the end of which time the Evocation Bomb detonates, centered on the Crafter (who receives no saving throw to resist its effect). Firing the bomb in a later round is a standard action.

Different energy types provide additional effects.

Air: All creatures within the Bomb's blast area suffer the effects of an Improved Bull Rush. The blast deals double damage against creatures in gaseous form. No effect on incorporeal creatures.

Chaos: Against Lawful & Neutral creatures, the blast deals double. Against all others, the damage is only half.

Cold: All creatures within the bomb's blast area suffer the effects of the Fatigued condition. A target that is already fatigued is not affected. If the Bomb strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 1" in a 5' radius. The freezing radius expands by another 1" and 5' per 2 CLs. This ice lasts for 1 round per caster level.

Darkness: In the area of detonation, tiny motes of darkness snuff out all sources of non-magical light (light bulb filaments will be blown, fires smaller than a campfire will be extinguished, chemical lights will dilute and lose all Training). The motes will counter any Light Evocation, CL check to determine.

Earth: The Bomb's blast area is filled with streaking dirt and stone particles, creating a zone of shrapnel. All creatures within the area of effect suffer an

additional +1 damage per CL, and 1 target creature per 3 CLs will be coated with the dirt and stone particles, becoming Pinned for 1 round.

Electricity: All creatures within the bomb's blast area suffer the effects of the Staggered condition. All electronic equipment within the area that is not insulated will overload and shut down as if affected by an Electromagnetic Pulse. Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives and other storage media are scrambled. The pulse affects only devices with extensive circuitry, not everything that uses electricity. Lights will stay on, although their electronic switches might not function. Combustion engines continue to run, although without any electronic support. Most cars manufactured after the 1980s won't start after a pulse because they have electronic ignition systems.

Evil: Against Good & Neutral creatures, the blast deals double. Against all others, the damage is only half.

Fire: This Evocation Bomb creates the classic fireball, generating a searing explosion of flames that detonates with a low roar. The explosion creates almost no pressure, but the bomb causes creatures and objects in the area to Catch Fire, and it can melt metals with low melting points.

Force: When this bomb detonates, it has full effect on incorporeal and ethereal creatures.

Good: Against Evil & Neutral creatures, the blast deals double. Against all others, the damage is only half.

Law: Against Chaotic & Neutral creatures, the blast deals double. Against all others, the damage is only half.

Light: This Evocation Bomb causes a sphere of searing radiance to explode silently within the target area. All creatures caught in the blast are subject to the Blinded condition for 1 round per CL. The ultraviolet light generated by the spell deals double

damage to fungi, mold, oozes, and slimes, and to creatures to which sunlight is harmful or unnatural.

Sonic: Upon detonation, this bomb fills the target area with a tremendous cacophony. All creatures within the blast area suffer the Deafened condition. Creatures that cannot hear are not subject to this condition, but are still damaged.

CONSTRUCT

School: Evocation

Casting Time: 1 Standard Action

Components: as per Archetype

Range: See text

Targets/Effects/Area: See Text

Duration: See Text

Saving Throw: Reflex half & no condition

Spell Resistance: Yes (to all except Ice, Earth, & Force)

A Construct Evocation spell shapes an energy type into a tangible object. The most common Construct that Crafters shape is that of a melee weapon, typically a sword, made entirely of a specific energy type. There are numerous objects and shapes for Crafters to imitate when designing a Construct, the only limit being that it must be a simple design; no complex mechanisms may be mimicked as a Construct. Specific energy types add additional effects to the Constructs.

As stated, one of the more common Constructs is that of a simple melee weapon composed of energy. The Threat Range and Critical Multiplier are the same as the weapon imitated, and Martial or Exotic weapons may be imitated in form, but any special attacks that are signature to those weapons require proper training (proficiency). Regardless of the form the weapon takes, all strikes made with it are melee touch attacks that deal 1d8 +1 per 2 CLs, and Strength bonuses do not apply. The Crafter receives

a bonus to hit with this weapon equal to half his Caster Level. This type of Construct's duration is 1 minute per CL, but should it ever leave the Crafter's hand it will dissolve away at the end of that round.

Another Construct that is popular with Evokers is the animated forms of creatures or objects. These forms are made of a specific energy type, and often take the shape of animals, humanoids, or even abstract objects. No matter the form, these Constructs are limited in size dependent upon the Crafter's Caster Level. Beginning with Tiny at CL 1, the Crafter may shape a Construct one size category larger at every fifth Caster Level attained (1-5 Tiny; 6-10 Small; 11-15 Medium; 16-20 Large). Construct forms may move away from the Crafter up to a range of 25' +5' per CL, and may be directed to attack a single 5' square. Directing these Constructs requires the Crafter's focus and concentration, and he may take no other actions other than a movement so long as the Construct form is active. The Construct's attack damage is 1d6 per size category +1 per CL, and it has an AC of 11 +1 per CL and HP equal to its Crafter at full health.

Different energy types provide additional effects.

Air: Once per CL, the weapon or energy form can perform the effect of an Improved Bull Rush. All attacks deal double damage against creatures in gaseous form. No effect on incorporeal creatures.

Chaos: Against Lawful & Neutral creatures, all attacks increase Threat Range by 3 (17-20) and Critical Multiplier by 1 (x3).

Cold: Once per CL, the weapon or energy form can inflict the Fatigued condition upon a successfully struck target, for 1 round per CL. A target that is already fatigued is not affected any further.

Darkness: The weapon or energy form gains a bonus to attacks and damage when wielded in less than normal light levels. In dim light, the bonus is +1 per 3 CLs; in darkness the bonus is +1 per 2 CLs. If able to operate in supernatural darkness, the bonus increases to +1 per CL.

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Earth: Once per CL, the weapon or energy form can perform the effects of the Cleave Feat.

Electricity: Once per CL, the weapon or energy form can inflict the Staggered condition upon a successfully struck target, for 1 round per CL. A target that is already staggered is not affected any further.

Evil: Against Good & Neutral creatures, all attacks increase Threat Range by 3 (17-20) and Critical Multiplier by 1 (x3).

Fire: Once per CL, the weapon or energy form can cause a successfully struck target to Catch on Fire, with the appropriate saving throws and effects applying.

Force: Weapons and energy forms have full effect on incorporeal and ethereal creatures. The construct is also immune to Dispel, although an Alter spell of higher CL will instantly destroy it.

Good: Against Evil & Neutral creatures, all attacks increase Threat Range by 3 (17-20) and Critical Multiplier by 1 (x3).

Law: Against Chaotic & Neutral creatures, all attacks increase Threat Range by 3 (17-20) and Critical Multiplier by 1 (x3).

Light: Once per CL, the weapon or energy form can produce the effects of Brilliant Energy, ignoring non-living matter and negating any armor or shield bonuses of the target. While performing this action, the weapon or energy form cannot harm undead, normal constructs, or objects.

Sonic: Once per CL, the weapon or energy form can inflict the Deafened condition upon a successfully struck target, for 1 round per CL. A target that is already deafened is not affected any further.

One other, unique application of the Construct spell is the Contingency. When a Crafter reaches Caster Level 11, he may employ the energy of magical force to weave a matrix pattern that will serve to store the energy for a separate spell. The Crafter then creates

a companion spell that is "hung" within the framework of the matrix. This woven pattern of invisible magic is then worn like an item of clothing or jewelry, waiting for a trigger event specified by the Crafter during the spell's creation. The Contingency Construct and the companion spell are cast at the same time, requiring 10 minutes to craft both; if the companion spell has a crafting time longer than 10 minutes, use that instead. The companion spell must be one that the Crafter knows and affects him personally, and it may have no more than one-third of the Crafter's Caster Level invested into its strength. Also, crafting both the Contingency Construct and the companion spell require the expenditure of 2 Hero Points. The conditions needed to bring the companion spell into effect must be clear, although they can be general. In all cases, the Contingency Construct immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. A Crafter can use only one Contingency Construct spell at a time; if a second is cast, the first one (if still active) is dispelled. A Contingency Construct has a Duration of 1 day per Caster Level, or until it is discharged; the companion spell's Duration is suspended while held by the matrix. Upon duration's end or discharge, the Contingency Construct dissolves away (along with any companion spell still held within).

FIELD

School: Evocation

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Centered on Crafter

Targets/Effects/Area: 20' Radius +5' per Caster Level

Duration: 1 Round per Caster Level

Saving Throw: Reflex negates

Spell Resistance: Yes (to all except Ice, Earth, & Force)

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An Evocation Field is a spell that allows the Crafter to directly manipulate the area around him. By controlling a specific energy type, the Crafter can change the environment in his immediate area in ways unique to the energy being employed. All creatures and objects within the affected area are subject to the effects of the Field spell. A successful Reflex save allows a creature to escape the area before suffering any effects.

A Crafter may influence the environment around him in a 20' radius, gaining an additional 5' per Caster Level. The exact nature of the influence is dependent upon the specific energy type used. If the same energy type is being controlled by another Evoker, then a Caster Level check will determine whose influence will dominate the area. No matter which energy type is utilized, the Crafter that creates the Field is immune to all of its effects.

Air: This Evocation Field allows a Crafter to control the energy of moving air, and to alter the strength of the wind within the area by 1 step per 3 CLs. A listing and explanation of wind speeds and effects can be found in the Pathfinder Core Rules, chapter 13.

Chaos: The spell imbues the area with Chaos energy. All chaotic creatures within the area gain a +1 per 2 CLs morale bonus on all attack rolls, damage rolls, saving throws, and spell DCs that result from Chaos Evocation. All Lawful and Neutral creatures suffer a -1 per 2 CLs penalty on the same. If the area contains an altar, shrine, or other permanent fixture dedicated to a chaotic deity or higher power, the modifiers given are doubled. No creatures of Law or Neutrality may be summoned to an area of Chaos.

Cold: When this Field is created, the temperature within the area is instantly reduced to 40 degrees (if not already this cold), and is further reduced by an additional 5 degrees per 2 CLs. All creatures other than the Crafter that are unprotected against cold conditions must make Fortitude saves according to the rules for Cold Dangers in the Pathfinder Core Rules, chapter 13.

Darkness: Within the Evocation Field, bright light becomes normal, normal light becomes dim, and dim light becomes darkness. If already dark, the area becomes supernaturally dark, blocking even Darkvision. At each 3 CLs, one step may be skipped to the next (CL 6 may go from bright to dark). This spell counters & is countered by any Light Evocation, CL check to determine.

Earth: This spell manipulates the tectonic energy within the area of the Field, causing the ground to become unstable as if by a tremor or earthquake. Each creature standing in the area must make a Reflex save at DC 10 +1 per 2 CLs, or fall down Prone. Any structure standing on open ground takes 5 points of damage per CL. Hardness does not reduce this damage, nor is it halved as damage dealt to objects is normally resolved. Unlike other Evocation Fields, the Earth Field has a duration of only 1 round.

Electricity: An Electric Field creates an area of supercharged particles. All creatures within the field suffer from an interruption of their natural bio-electric rhythms. If a Reflex save fails to avoid the effects of the spell, the creature is Staggered for the duration of the Evocation Field. All electronic equipment within the area that is not insulated will overload and shut down as if affected by an EMP.

Evil: The spell imbues the area with Evil energy. All evil creatures within the area gain a +1 per 2 CLs morale bonus on all attack rolls, damage rolls, saving throws, and spell DCs that result from Evil Evocation. All Good and Neutral creatures suffer a -1 per 2 CLs penalty on the same. If the area contains an altar, shrine, or other permanent fixture dedicated to an evil deity or higher power, the modifiers given are doubled. No creatures of Good or Neutrality may be summoned to an area of Evil.

Fire: When this Field is created, the temperature within the area is instantly raised to 90 degrees (if not already this hot), and is further raised by an additional 5 degrees per 2 CLs. All creatures other than the Crafter that are unprotected against heat conditions must make Fortitude saves according to

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the rules for Heat Dangers in the Pathfinder Core Rules, chapter 13.

Force: This Evocation Field creates an area of distorted probability. All creatures within the Field (including incorporeal and ethereal creatures), that attempt an attack on the Crafter must roll two d20 dice and take the less favorable result. This applies also to any Spellcrafting skill checks that occur within the Field.

Good: The spell imbues the area with Good energy. All good creatures within the area gain a +1 per 2 CLs morale bonus on all attack rolls, damage rolls, saving throws, and spell DCs that result from Good Evocation. All Evil and Neutral creatures suffer a -1 per 2 CLs penalty on the same. If the area contains an altar, shrine, or other permanent fixture dedicated to a good deity or higher power, the modifiers given are doubled. No creatures of Evil or Neutrality may be summoned to an area of Good.

Law: The spell imbues the area with Law energy. All lawful creatures within the area gain a +1 per 2 CLs morale bonus on all attack rolls, damage rolls, saving throws, and spell DCs that result from Law Evocation. All Chaotic and Neutral creatures suffer a -1 per 2 CLs penalty on the same. If the area contains an altar, shrine, or other permanent fixture dedicated to a lawful deity or higher power, the modifiers given are doubled. No creatures of Chaos or Neutrality may be summoned to an area of Law.

Light: The area within this Evocation Field fills with an instantaneous flash of intense ultraviolet light. All creatures within the area are subject to being Blinded. After the flash, a pale glow surrounds and outlines all creatures within the field. The affected creatures shed light equal to a candle, and suffer a -20 penalty to all Stealth skill checks. Outlined creatures do not benefit from the concealment normally provided by darkness, Glamer, or similar effects. The outlining glow can be any color, according to the Crafter's choice at the time of crafting. The glow does not cause any harm to the creatures thus outlined.

Sonic: The Crafter fills an area with intense "white noise", effectively making any sounds made within the area to be directionless and muffled. No verbal communication can be overheard from outside the Field, and all radio transmissions traveling into or out of the Field are garbled and rendered useless.

STRIKE

School: Evocation

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Close (25' + 5' per Caster Level)

Targets/Effects/Area: A single target creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The Strike Evocation is a spell designed to attack a single target with precision and minimal risk for collateral damage. The Crafter sends forth a beam, ray, or pulse made of a specific energy type from his hand, and attempts a ranged touch attack to hit a single target. Some energy types may cause a secondary effect, but most will impact the target with concentrated kinetic force, much like a bullet. The energy type employed will determine the amount of damage dealt. The Crafter may fire an additional attack per Strike every 5 Caster Levels, with each one having its own attack and damage rolls, and may target a different creature no more than 15' from the original target.

Cantrip: The Strike Evocation is the only spell in this school that has a Cantrip-level version. It will allow a single attack that deals 1 point of damage of the chosen energy type. No secondary effects are conferred with this attack.

The various energy types and their effects are as follows.

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Air: Strikes as a concentrated burst of compressed air, dealing 1d6 +1/CL damage.

Chaos: A ray that inflicts 1d6/CL to Lawful & Neutral creatures, but harmless to all others.

Cold: A beam of intense cold that inflicts 1d4 +1/CL, and causes Fatigue.

Darkness: Strikes as a concentrated burst of shadow, dealing 1d6 +1/CL damage.

Earth: Strikes as a concentrated burst of gravity, dealing 1d6 +1/CL damage.

Electricity: An arc of electricity that inflicts 1d4 +1/CL damage, and creature is Staggered.

Evil: A ray that inflicts 1d6/CL to Good & Neutral creatures, but harmless to all others.

Fire: A thin jet of flame that inflicts 1d4 +1/CL damage, and causes creature to Catch on Fire.

Force: Strikes as a concentrated burst of kinetic energy, dealing 1d6 +1/CL damage.

Good: A ray that inflicts 1d6/CL to Evil & Neutral creatures, but harmless to all others.

Law: A ray that inflicts 1d6/CL to Chaotic & Neutral creatures, but harmless to all others.

Light: Strikes as a concentrated burst of light much like a laser pulse, dealing 1d6 +1/CL damage.

Sonic: Strikes as a concentrated burst of sound vibrations, dealing 1d6 +1/CL damage.

SCHOOL OF ILLUSION

When magic is used to deceive the senses or minds of others, it is called Illusion. The spells of this school can cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Creatures encountering an Illusion usually do not receive Saving Throws to recognize it as Illusory until

they study it carefully or interact with it in some fashion. A successful Saving Throw against an Illusion reveals it to be false, but a Figment or Phantasm remains as a translucent outline. A failed Saving Throw indicates that a creature fails to notice something is amiss. A creature faced with proof that an Illusion isn't real needs no Saving Throw. If any viewer successfully disbelieves an Illusion and communicates this fact to others, each such viewer gains a Saving Throw with a +4 bonus.

Figments and Glamers are unreal, they cannot produce real effects the way that other types of illusions can. Figments and Glamers cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding foes, but useless for attacking them directly.

Cybercrafting Note: Cypher-Crafters may employ an Illusion against any computing or electrical device's sensory inputs, as though it were a "mind".

The School of Illusion includes the following spells; Figment, Glamer, Pattern, Phantasm & Shadow

FIGMENT

School: Illusion

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Close (25' + 5' per Caster Level)

Targets/Effects/Area: Figment that cannot extend beyond four 10' cubes + one 10' cube/Caster Level

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

A Figment is the classic effect that most people imagine when they think about an Illusion. This spell creates a false sensation, and those who experience

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it perceive the same thing, not their own slightly different versions of the event. It is not a personalized mental impression, and it cannot make something seem to be something else.

A Figment that includes audible effects cannot duplicate intelligible speech unless the Crafter has a Performance skill that allows for such imitation. If intelligible speech is possible, it must be in a language the Crafter can speak. If he tries to duplicate a language he cannot speak, the Figment produces gibberish. Likewise, the Crafter cannot make a visual copy of something unless he knows what it looks like, or can Perform its movement (or copy another sense exactly unless he has experienced it).

At Caster Level 1, this spell creates the visual Illusion of an object, creature, or force, as visualized by the Crafter. The Figment does not include sound, smell, texture, or temperature. The Crafter can move the Figment within the limits of the size of the effect. At Caster Level 3, the Crafter may include some minor sounds but not understandable speech. At Caster Level 5, sound, smell, and thermal effects are included in the Figment. At Caster Level 9, the Crafter no longer needs to maintain concentration on the Figment, as it will follow a script determined by the Crafter. The Figment can also include intelligible speech if the Crafter wishes. At Caster Level 11, the Figment can be made permanent. By concentrating, the Crafter can move the image within the limits of the range, but it is static otherwise. A permanent Figment can also be programmed to a trigger event, and is otherwise dormant.

If a Figment is used to create the Illusion of a wall, floor, ceiling, or similar surface, it appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the Figment is used to hide traps or normal doors, any detection abilities that do not require sight, work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the Figment to disappear. Although the Crafter can see through his own Illusions, other creatures cannot,

even if they succeed at their will save (but they do learn that it is not real). Electronic detectors and probes are not fooled by magical Illusions (motion detectors, range finders, GPS locators, etc.), although any creature viewing an Illusion via video monitor will be.

Cantrip: The Crafter can create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The Crafter chooses the type of sound, and cannot thereafter change the sound's basic character. The volume of the sound can go as high as one human voice shouting, and this Cantrip can be used to enhance Figments of lower Caster Level.

GLAMER

School: Illusion

Casting Time: 1 Standard Action

Components: as per Archetype

Range: See Text

Targets/Effects/Area: See Text

Duration: 1 Minute per Caster Level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

A Glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

This spell's most well-known aspect is in making touched creatures and objects Invisible for 1 minute per CL. If the recipient is a creature carrying gear, that vanishes too. If the Crafter cast the spell on someone else, neither he nor anyone else can see the subject, unless they have the means to see Invisible things. Items dropped or put down by an Invisible creature become visible; items picked up disappear if tucked into the clothing or pockets worn by the creature. Light, however, never becomes Invisible, although the source of the light can become so (thus, the effect is that of a light with no

visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. The subject is not magically silenced, and certain other conditions can render the recipient detectable. If a check is required, a stationary Invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. This Glamer spell ends if the subject attacks any creature, including any Spellcrafting that targets a foe or whose area or effect includes a foe. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. At Caster Level 5, the Crafter can confer Invisibility upon all creatures within 10' who are present at the time of the Crafting. Those affected by this spell can see each other and themselves as if unaffected. Any affected creature moving out of the area becomes visible, but those moving into the area after the Crafting, do not become Invisible. Affected creatures, other than the Crafter, who attack negate the Invisibility only for themselves. The area is mobile with the Crafter or recipient of the spell. At Caster Level 7, the Crafter can produce an Invisibility spell that does not end when an attack is made.

Another use for a Glamer Illusion is to cause a touched creature's outline to appear blurred, shifting, and wavering. This distortion grants the subject concealment from attacks. The concealment gained is 10% per Caster Level. This does not prevent opponents from targeting the subject normally, and a properly directed Detect spell will see through the Glamer.

A Crafter can use a Glamer Illusion to make himself, including clothing, armor, weapons, and equipment, look different. The Crafter can make himself seem 1 foot shorter or taller, thin, fat, or in between. He cannot change his creature type, but otherwise the extent of the apparent change is up to the Crafter. He could add or obscure a minor feature or look like an entirely different person or gender. If used to make a disguise, this Glamer provides a +10 bonus to the skill check. The spell does not provide the abilities or mannerisms of the chosen form,

however. At Caster Level 9, the Crafter may use this Glamer on other creatures.

A Glamer Illusion can be used to mask, suppress, or divert the information gained by a Divination spell. This becomes a contested action, as the Diviner and the Illusionist make Caster Level checks to determine whose spell overcomes. If the Illusionist is successful, he may choose the results of the Divination spell as he wishes.

A Crafter may use the Glamer Illusion to silence an area within a 20' radius. All sound is stopped; conversation is impossible, spells with verbal components cannot be crafted, and no noise whatsoever issues from, enters, or passes through the area. Spells can be set to a stationary area, or upon a mobile object or creature. A successful Willpower save will negate the effect.

Cantrip: A Glamer Cantrip can be used to add a bonus of +5 to any single Stealth skill check.

PATTERN

School: Illusion

Casting Time: 1 Standard Action

Components: as per Archetype

Range: See Text

Targets/Effects/Area: See Text

Duration: See Text

Saving Throw: Will negates

Spell Resistance: Yes

Like a Figment, a Pattern spell creates an image that others can see, but a Pattern also affects the minds of those who see it or are caught in it. All Pattern Illusions are mind-affecting spells.

When used as an attack, the Crafter can create a vivid 20' cone of clashing colors to spring forth from his hands in an instantaneous flash, causing

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creatures to become Stunned, perhaps also Blinded, and possibly knocking them Unconscious. Each creature within the cone is affected according to its HD., although sightless creatures are unaffected.

2 HD or less: The creature is Unconscious, Blinded, and Stunned for 2d4 rounds, then Blinded and Stunned for 1d4 rounds, and then Stunned for 1 round. (Only living creatures are knocked Unconscious.)

3 or 4 HD: The creature is Blinded and Stunned for 1d4 rounds, then Stunned for 1 round.

5 or more HD: The creature is Stunned for 1 round.

Another, more passive use of the Pattern Illusion, is to create a twisting pattern of subtle, shifting colors that weave through the air in a 20' radius; Fascinating creatures within it. The Crafter can affect up to 5 HD of creatures per Caster Level, although sightless creatures are immune. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails it's Willpower save is Fascinated by the pattern.

With a simple gesture (a free action), the Crafter can make the Pattern move up to 30 feet per round (moving its effective point of origin). All Fascinated creatures follow the moving pattern of lights, trying to remain within the effect. Fascinated creatures who are restrained and removed from the Pattern still try to follow it. If the Pattern leads its subjects into a dangerous area, each Fascinated creature gets a second Willpower save. If the view of the lights is completely blocked, creatures that can't see them are no longer affected. The Crafter can maintain the pattern of lights for a number of rounds equal to his Caster Level, but must concentrate on it throughout.

Cantrip: As a Cantrip, a Pattern Illusion can produce a brief multi-colored flash that will Dazzle a creature for 1 round.

PHANTASM

School: Illusion

Casting Time: 1 Standard Action

Components: as per Archetype

Range: See Text

Targets/Effects/Area: See Text

Duration: See Text

Saving Throw: Will negates

Spell Resistance: Yes

A phantasm spell creates a mental image that usually only the Crafter and the target(s) of the spell can perceive. This impression is totally in the minds of the targets. It is a personalized mental impression, all in their heads and not a fake picture or something that they actually see. Third parties viewing or studying the scene don't notice the Phantasm. All Phantasms are mind-affecting spells.

A simple but useful Phantasm is the use of an Illusory Script, where a Crafter writes instructions or other information on any suitable writing material, and only the person (or people) designated by the Crafter at the time of the Spellcrafting can read the writing; it's unintelligible to any other creature. Up to 5 people per Caster Level may be named as authorized readers of the script. Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a Willpower Saving Throw. A successful save means the creature can look away with only a mild sense of disorientation. Failure means the creature triggers an implanted Influence spell. The Influence lasts for 30 minutes, and is limited to such suggestions as, "Close the book and leave," "Forget the existence of this note," and so forth.

Another, more insidious use of the Phantasm spell, is the method for entering another creature's dreams. The distance between the Crafter and the subject may be no greater than 1 mile per Caster Level. It

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takes 1 minute to Craft this Phantasm. As a benign application, the Crafter sends a message to another creature in the form of a dream. At the beginning of the spell, The Crafter must name the recipient or identify him or her by some title that leaves no doubt as to identity. The Crafter then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the Crafter gain any information by observing the dreams of the recipient. The duration of the spell is the time required for the Crafter to enter the recipient's dream and deliver the message. As a malicious intrusion, the Crafter may send a hideous and unsettling nightmare to the dream of another creature. The nightmare prevents restful sleep and causes 1d4 points of damage +1 per Caster Level. The nightmare leaves the subject Fatigued and unable to regain Hero Points for the next 24 hours.

The difficulty of the Willpower Saving Throw depends on the Crafter's knowledge of the target and the physical connection (if any) he has to that creature.

Knowledge	Willpower Save Modifier
None*	+10
Secondhand	+5
Firsthand	+0
Familiar	- 5

*The Crafter must have some sort of connection to a creature if he has no knowledge of it.

Connection	Willpower Save Modifier
Likeness or Picture	- 2
Possession or Garment	-4
DNA Sample	- 10

The Crafter must enter a trance in order to contact a creature's dream, and he is not aware of his surroundings or the activities around him while in the trance. The Crafter is defenseless, both physically and mentally, while in the trance. (He will always fail Reflex and Will saving throws). Creatures

that don't sleep or don't dream cannot be contacted by this spell.

The signature use of the Phantasm Illusion is the dreaded Phantasmal Killer. The Crafter creates a phantasmal image of the most fearsome creature imaginable to the target simply by forming the fears of the target's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's target can see the Phantasmal Killer; the Crafter sees only a vague shape. The target first gets a Willpower Saving Throw to recognize the image as unreal. If that save fails, the Phantasm touches the target, and the target must succeed on a Fortitude Saving Throw or suffer cardiac arrest from the fright, and fall into the condition of Dying. Even if the Fort save is successful, the subject takes 2d6 +1/CL points of damage.

Cantrip: A Phantasmal insect may be sent against a target, causing a -4 penalty to concentration checks, and 1 point of damage from an illusory sting or bite.

SHADOW

School: Illusion

Casting Time: 1 Standard Action

Components: as per Archetype

Range: See Text

Targets/Effects/Area: See Text

Duration: See Text

Saving Throw: Will negates

Spell Resistance: Yes

A Shadow spell creates something that is partially real from extra-dimensional energy. Such Illusions can have real effects. Damage dealt by a Shadow Illusion is real.

The greatest aspect of a Shadow Illusion is the use of material from the Plane of Shadow to shape quasi-real illusions that mimic the Conjunction spells

Create and Summon, as well as any of the Evocation spells. For every 3 Caster Levels of the Crafter, the equivalent power level of these Shadow versions is 1 Caster Level, and even then, their potency depends upon the target's Willpower Saving Throw to disbelieve the effects. Any creature that interacts with the spell can make a Will save to recognize its true nature. Those that fail the save, and thus believe the Shadow spell, take full effect and damage. Creatures that succeed in the Will save disbelieve the Shadow spell, and will suffer only 20% of the spell's damage, and any other effects have only a 20% chance of occurring. Regardless of the result of the save to disbelieve, an affected creature is also allowed any Saving Throw (or Spell Resistance) that the spell being simulated allows. A summoned Shadow creature has 20% of the hit points of a normal creature of its kind (regardless of whether it's recognized as Shadow). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a Shadow creature, however, the Shadow creature's damage is only 20% of normal, and all special abilities that do not deal lethal damage are only 20% likely to work. Furthermore, the shadow creature's AC bonuses are just one-fifth as large. A creature that succeeds on its save sees the Shadow Illusions as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

The Crafter may also use material from the Plane of Shadow to create a projected image of himself; a quasi-real, illusory version of the Crafter. The projected image mimics the Crafter's actions (including speech) unless it is directed to act differently (which is a move action). The projected image looks, sounds, and smells like its creator, but is intangible. At Caster Level 5, the Crafter can see through the image's eyes and hear through its ears as if he were standing where it is, and during his turn the Crafter can switch from using the image's senses to using his own, or back again, as a free action. While he is using the senses of the projected image, the Crafter's body is considered Blinded and Deafened. At Caster Level 10, the Crafter may

choose that any spell he can craft, whose range is touch or greater, can originate from the projected image instead of from himself. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image. Objects are affected by the projected image as if they had succeeded on their Will save. The Crafter must maintain line of effect to the projected image at all times. If his line of effect is obstructed, the spell ends.

Cantrip: A Shadow Cantrip can duplicate the Cantrip of any Evocation spell, or of the Summon and Create spells, with all the restrictions as detailed above.

SCHOOL OF NECROMANCY

This School of Magic deals with the darker desires within us all, and generally with issues that are considered "evil" in nature. Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures make up a large part of this school, as are spells that deal with fear and curses. These are the hallmarks of Necromancy.

The School of Necromancy includes the following spells; Curse, Death, Fear, Harm, & Spirit

CURSE

School: Necromancy

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Touch

Targets/Effects/Area: Creature touched

Duration: 1 month per Caster Level

Saving Throw: Will negates

Spell Resistance: Yes

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A Necromantic Curse is a spell that inflicts an adverse condition upon a target creature. This condition can be a disease, physical affliction, or persistent bad luck. If the target succeeds in a Willpower Saving Throw, the effects of the curse are avoided. Any further attempts by the Crafter to bestow a Curse upon that target will grant a +2 cumulative bonus to its next save. Saving Throws are further modified by how well the Crafter knows his target.

Knowledge	Willpower Save Modifier
None*	+10
Secondhand	+5
Firsthand	+0
Familiar	-5

*The Crafter must have some sort of connection to a creature if he has no knowledge of it.

Connection	Willpower Save Modifier
Likeness or Picture	-2
Possession or Garment	-4
DNA Sample	-10

If the target fails its Saving Throw, it will suffer from the Crafter's choice of the following Curses.

- -6 decrease to one ability score (to a minimum of 1).
- -4 penalty on all attack rolls, saving throws, ability checks, and skill checks
- Any one of the following Diseases: Blinding Sickness, Bubonic Plague, Cackle Fever, Filth Fever, Leprosy, Mindfire, Red Ache, Shakes, or Slimy Doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. Refer to the Pathfinder Core Rules, Appendix 1.
- Any one of the following Conditions: Blinded, Confused, or Deafened. The condition takes effect immediately. Refer to the Pathfinder Core Rules, Appendix 2.

The curse bestowed by this spell is not affected by Dispel, but it can be removed with a successful Heal.

A specialized use for this spell imbues 1 pint of water per Caster Level with Negative Energy, turning it into Unholy Water. Unholy Water damages good outsiders the way holy water damages undead and evil outsiders.

Cantrip: The Crafter can impose a -1 penalty to the targets next d20 roll.

DEATH

School: Necromancy

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Touch

Targets/Effects/Area: A single touched creature (or corpse)

Duration: Instantaneous

Saving Throw: None (See Text)

Spell Resistance: No

Perhaps the quintessential aspect of Necromancy is the ability to direct and control the flow of energy from the Negative Material Plane, into the corpse of a deceased creature. With the Death spell, a Crafter can control the actions of an undead creature, and can even create his own undead minions.

The Crafter first learns to control undead creatures, starting with those that are mindless and non-intelligent. These undead creatures get no saving throw against the Death spell. When controlling a mindless being, the Crafter can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Non-intelligent undead won't resist suicidal or obviously harmful orders. At Caster Level 3, the Crafter may attempt to control more advanced types of undead creatures. If the subject is intelligent, it perceives the Crafter's words and actions favorably (treat its attitude as friendly), and it will not attack while the spell persists. The Crafter can give the subject orders, but

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he must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. Retries are not allowed. An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. When a Crafter reaches Caster Level 13, he no longer needs to win an opposed Charisma check; his control is absolute. Intelligent undead creatures remember that they were controlled however, and they may seek revenge after the spell's effects end.

When creating an undead creature, the Crafter infuses a dead body with energy from the Negative Material Plane. The types of undead the Crafter can create are based on his Caster Level.

Caster Level	Undead Created
1 – 2	Skeleton
3 – 4	Zombie
5 – 6	Bloody Skeleton
7 – 8	Juju Zombie
9 – 10	Ghoul
11 – 12	Ghast
13 – 14	Mummy
15 – 16	Shadow
17 – 18	Wraith
19 – 20	Spectre
20+	Devourer

Skeletons and Zombies can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed, and they are the only undead that remain under the Crafter's control indefinitely, but only as many as 4 HD per Caster Level. A destroyed Skeleton or Zombie can't be animated again. Intelligent undead are not automatically under the control of their animator. If the Crafter is capable of commanding undead, he may attempt to command the undead creature as it forms. The Crafter may create less powerful undead than his Caster Level would allow, if he chooses.

The Death spell may be used to grant the semblance of life to a corpse, allowing it to answer questions. The corpse receives a Willpower Saving Throw to

resist the spell as if it were alive. If successful, the corpse can refuse to answer any questions or attempt to deceive the Crafter, using Bluff. The Crafter may ask one question, plus an additional question per two caster levels, though the corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed the Crafter in life. The soul can only speak about what it knew in life; it cannot answer any questions that pertain to events that occurred after its death. The Crafter can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond, having at least a mouth to speak. This spell does not affect a corpse that has been turned into an undead creature.

One other useful application of the Death spell is the Crafter's ability to preserve the remains of a dead creature so that it does not decay. Doing so effectively extends the time limit on raising that creature from the dead using the Heal spell. The Crafter may preserve a dead creature for 1 day per Caster Level, and the days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant. The spell also works on severed body parts and the like.

Cantrip: Using this version of the Death spell, the Crafter can determine the condition of a single creature near death within the spell's range. The Crafter instantly knows whether the creature is dead, dying, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct).

FEAR

School: Necromancy

Casting Time: 1 Standard Action

Components: as per Archetype

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Range: 30'

Targets/Effects/Area: Cone-shaped burst

Duration: 1 round per Caster Level

Saving Throw: Will partial

Spell Resistance: Yes

A Crafter employing this Necromancy spell sends forth an invisible cone of terror, causing a number of living creatures in the area to become Panicked unless they succeeds on a Willpower Saving Throw. Those that succeed the Will save are instead Shaken for 1 round. The Crafter can affect 4 HD of creatures per Caster Level, all of whom must be within the range and area of the cone burst. Any creatures beyond the HD limit that are also within the cone area must make a Will save or be Shaken for 1 round, with a successful save causing no effect.

Cantrip: The Crafter receives a +4 bonus to a single Intimidation skill check.

HARM

School: Necromancy

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Touch

Targets/Effects/Area: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The Harm spell works in much the opposite manner as the Heal spell. The Crafter opens a portal to the Negative Material Plane and uses the raw, fetid energy to cause direct physical damage to living creatures. The Harm spell deals 1d6 points of damage per Caster Level to a single creature with a successful touch attack. Harm cannot reduce the

target's hit points to less than 1. If used on an undead creature, This spell will act as a Heal spell.

As an alternative, the Crafter may choose to siphon some of the life force damaged through a Harm spell. With a successful touch attack, the Crafter deals 1d6 points of damage per 2 Caster Levels, and gain temporary Hit Points equal to the damage dealt. As above, the affected creature cannot be reduced to less than 1 HP, and the temporary Hit Points gained by the Crafter disappear 1 hour later.

Cantrip: The Crafter may deal 1 point of damage with a touch.

SPIRIT

School: Necromancy

Casting Time: 1 Standard Action (See Text)

Components: as per Archetype

Range: See Text

Targets/Effects/Area: See Text

Duration: See Text

Saving Throw: See Text

Spell Resistance: See Text

The Necromantic Spirit spell allows a Crafter to manipulate his own soul, and the souls of others, in very dangerous ways. With this spell, the Crafter's soul may transcend its physical vessel and travel around as an incorporeal entity, either in part or as a whole. The Crafter may even attempt to supplant another humanoid creature's soul with his own, effectively performing a "body swap".

In the most basic use of this spell, the Crafter calls forth a ghostly hand shaped from his life force to materialize and move as desired, allowing the Crafter to deliver low-powered, touch range spells at a distance of 100' +10'/CL. When the Spellcrafting is complete, the Crafter loses 1d4 Hit Points that return when the spell ends (even if it is dispelled),

but not if the hand is destroyed. The hand's duration is 1 minute per Caster Level, and for as long as the spell lasts, any touch range spell of Caster Level 4 or lower that the Crafter casts, can be delivered by the spirit hand. The spell provides a +2 bonus on the Crafter's melee touch attack rolls, and attacking with the hand counts normally as a standard attack. The hand always strikes from the Crafter's direction; it cannot flank targets like a creature can. After it delivers a spell, the hand returns to the Crafter and hovers. The hand is incorporeal, and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), the Crafter's save bonuses, and an AC of 22 (+8 size, +4 natural armor). The Crafter's Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that the Crafter lost in creating it.

The essence of this Necromancy spell is realized at Caster Level 5, when the Crafter gains the ability to free his spirit from his physical body. The Crafter can project his astral self out into the Material Plane, leaving his physical body behind in a state of suspended animation. It takes 30 minutes to prepare the spirit for this endeavor, and once the Spellcrafting is complete, the spell projects an astral copy of the Crafter and all that he wears or carries. While in this state, the Crafter is an incorporeal spirit, unable to affect anything in the material world. The Spirit spell has a duration of 1 minute per Caster Level when used in this manner, and while it is in effect, the Crafter's astral body is connected at all times to his physical body by an incorporeal silver cord. If the cord is broken, the Crafter is killed, body and soul. Luckily, very few things can destroy a silver cord. The Crafter's astral form is limited to being within a 50' radius of his physical body, but that area expands by 25' per Caster Level.

At Caster Level 9, the Crafter learns to master this out-of-body state. The duration of the Spirit spell changes to hours instead of minutes, and the distance he may travel from his physical body becomes 1 mile per Caster Level. Also at this stage,

the Crafter may prepare a custom crystalline vessel (with a value of at least \$10,000), that he can place his soul into. The Crafter may then make an attempt to take control of a nearby body, forcing its soul into the crystalline receptacle. The Crafter may move back to the receptacle (thereby returning the trapped soul to its body) and attempt to possess another body. The Spirit spell will end if the Crafter sends his soul back to his own body, leaving the receptacle empty. To cast the spell, the crystalline vessel must be within a range of 100' +10'/CL, and the Crafter must know where it is, though he does not need line of sight or line of effect to it.

Attempting to possess a body is a full-round action. It is blocked by a Protection spell set to ward against the Crafter's alignment energy type. The Crafter possesses the body and forces the target's soul into the crystalline vessel, unless the target succeeds on a Willpower Saving Throw, or avoids the effect with Spell Resistance. Failure to take over the host leaves the Crafter's life force in the receptacle, and the target automatically succeeds on further Saving Throws against attempts to possess its body again. If the Crafter is successful, his spirit occupies the host body, and the host's spirit is imprisoned in the receptacle. The Crafter keeps his Intelligence, Wisdom, Charisma, Level, Class, Base Attack Bonus, Base Save Bonuses, Alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, Hit Points, natural abilities, and automatic abilities. A body with extra limbs does not allow the Crafter to make more attacks than normal. The Crafter cannot choose to activate the body's extraordinary or supernatural abilities. The target's spells and spell-like abilities do not stay with the body. As a standard action, the Crafter can shift freely from a host to the crystalline vessel if within range, sending the trapped soul back to its body. The spell ends when the Crafter shifts from the receptacle to his own body. If the host body is slain, the Crafter returns to the vessel, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the Crafter and the host die. Any life force with nowhere to go is treated as slain. If the spell ends while the Crafter is in the vessel, he returns to his body (or dies if his

body is out of range or destroyed). If the spell ends while he is in a host, he returns to his body (or die, if it is out of range of your current position), and the soul in the vessel returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell is subject to a Dispel on either the receptacle or the host's location.

At Caster Level 17, the Crafter has fully mastered the Spirit spell. He has no restrictions and may stay in his astral form indefinitely, as well as enter the Astral Plane at will. The Crafter can bring the astral forms of other willing creatures with him, provided that these subjects are linked in a circle with the Crafter at the time of the Spellcrafting. These fellow travelers are dependent upon the Crafter and must accompany him at all times. If something happens to the Crafter during the journey, his companions are stranded wherever he left them. Since the Astral Plane touches upon other planes, the Crafter can travel to any of these other planes as he wishes. To enter one, the Crafter leaves the Astral Plane, forming a new physical body (and equipment) on the plane of existence he has chosen to enter. At this level, the Spirit spell lasts until the Crafter desires to end it, or until it is terminated by some outside means, such as a Dispel cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of the Crafter's body back on the Material Plane (which kills him). When this spell ends, the Crafter's astral body and all of its gear, vanishes.

SCHOOL OF TRANSMUTATION

Transmutation spells are used by Crafters to change the world around them; altering the properties of some creature, thing, or condition.

The School of Transmutation includes the following spells; Alter, Animate, Enhance, Polymorph, & Shapechange

ALTER

School: Transmutation

Casting Time: 1 Standard Action (See Text)

Components: as per Archetype

Range: Close (25' + 5' per Caster Level)

Targets/Effects/Area: See Text

Duration: See Text

Saving Throw: See Text

Spell Resistance: See Text

An Alter spell uses Transmutation magic to fundamentally change a non-living object or substance. The effects for this spell vary a great deal, as it has numerous applications. An Alter spell can rearrange, mask, mark, imbue, or change the temperature in the physical makeup of an object.

A Crafter using this spell can convert material of one sort into a product that is of the same material. Living creatures and magic items cannot be created, and the quality of items made by this spell is commensurate with the quality of material used. With a casting time equal to 1 round for each unit produced, the Crafter can fabricate 1 cubic foot of finished product per Caster Level, although if he works with a mineral, the product is reduced to 1 cubic inch per level. At Caster Level 9, the Crafter increases his fabrication output to 10 cubic feet & 1 cubic foot per Caster Level. An appropriate Craft skill check is required for any product with any degree of detail or complexity (to include electronic or computing equipment, mechanical devices, firearms, etc.). Also with the Alter spell, a Crafter can mend and repair any non-living item. The Crafter may repair 1d6 Hit Points per CL to an object or construct. If the object has the Broken condition, this is removed if the object is restored to at least half its original Hit Points. All of the pieces of an object must be present for this aspect of the spell to function. In contrast to this, the Crafter may also attempt to

cause this condition. If the item fails a Fortitude Saving Throw, it gains the Broken condition. If cast on a broken item, that item is destroyed on a failed save. Magic items can be repaired by this spell, but the Crafter must have a Caster Level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but it does not restore their magic abilities unless the Crafter is more than twice the Caster Level of the item's creator. Items with charges and single-use items cannot be repaired in this way.

The Alter spell is also useful in masking physical evidence. The Crafter can remove all natural and unnatural odors from an object or creature for up to 1 hour per Caster Level. The affected target cannot be tracked, located, or pinpointed by the scent special quality. Another way to mask physical evidence is to remove all tracks and signs of movement through an area. This effectively renders normal tracking impossible. The Crafter can also alter the contents of a worded page so that it appears to read something entirely different. The text of any spell can be changed to show that of any other spell of equal or lower level known by the Crafter. Alter cannot be used to change a spell contained on a scroll, but it can be used to hide the words on a scroll. All of these masking techniques have a Duration of 1 hour per Caster Level.

A Crafter can use the Alter spell to mark, brand or tag a non-living object with any sort of symbol, logo or short message. The Crafter must touch the target object, and the spell makes an indelible mark of no more than 6 characters per 2 CLs, onto the object, inflicting 1d4 points of damage. The mark may be placed on any exposed portion of the object, and can be hidden with a wrapping of any sort or by scrapping it away, although if the damage is healed, the mark returns for a Duration of 1 day per Caster Level. At Caster Level 7, the mark can be made permanent despite any damage being healed.

Another application of the Alter spell is to raise or lower the temperature within an object. Unattended, normal objects receive no Saving

Throw. Magical items are allowed a Saving Throw, and items that are in a creature's possession use that creature's Saving Throw bonus unless its own is higher. A creature takes cold damage if its equipment is chilled, and fire damage if it is heated; if it is wearing or wielding the item. On the first round of the spell, the object becomes either chilly or warm and becomes uncomfortable to touch, though it deals no damage. On the second and following rounds, the spell deals a cumulative 1d4 points of either cold or fire damage, for a number of rounds equal to the Crafter's Caster Level +1. Any temperature effect intense enough to damage the creature will negate the damage from this spell, if they are in opposition, on a point-for-point basis. This form of the Alter spell may also counter another's if the effects are in opposition.

Cantrip: An Alter Cantrip may be used to heal 1 Hit Point of damage to any non-living item.

Permanency: As a specialized form of the Alter spell, a Crafter that has reached Caster Level 9 can make certain spell effects permanent. The Crafter must first know and Craft the desired spell, and then follow it with this Alter spell. Regardless of the Crafter's Archetype, the Permanency Alter spell requires the material component of diamond dust as part of its Spellcrafting. Any spell effect that has a Duration longer than instantaneous, and that does not cause any form of direct harm or influence over any living creature, can be made permanent. The spell being made permanent can be crafted at any Caster Level desired, and once set; it may never be changed from that CL. The amount of diamond dust required for the Spellcrafting is valued at \$10,000 per Caster Level the spell will be set at.

Disintegrate: By far, the most devastating use of the Alter spell is the ability to completely render any target to dust. This is the only aspect of the Alter spell that will affect a living creature, and it cannot be used until the Crafter reaches CL 11. The Crafter chooses a target and a thin, green ray springs from his pointing finger. The Crafter must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per

Caster Level. Any creature reduced to 0 or fewer Hit Points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as a 10' cube of non-living matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as a Force Barrier. A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated. The ray affects only one target per casting.

ANIMATE

School: Transmutation

Casting Time: 1 Standard Action (See Text)

Components: as per Archetype

Range: Close (25' + 5' per Caster Level) (See Text)

Targets/Effects/Area: See Text

Duration: 1 round per Caster Level (See Text)

Saving Throw: None

Spell Resistance: No

The Animate Transmutation spell will give movement to inanimate objects that normally would have no movement. It can even imbue an object with a semblance of life, to the extent of limited autonomy. At its basic level, this spell allows a Crafter to animate a nonliving rope-like object (to include electrical cords, metal cables, garden hoses, etc.). The maximum length is 50' +5'/CL, and the possible commands that a Crafter can give it are; "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the those ("uncoil," and so forth). The Crafter can give one command each round as a move action, as if directing an active spell. The rope

can enwrap only a creature or an object within 1 foot of it (it does not snake outward), so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). The rope itself and any knots tied in it are not magical, and the spell cannot affect objects carried or worn by a creature. As he gains more magical prowess, the Crafter can start to animate other non-living objects. Each such animated object can be given a basic and rudimentary task (as in basic dog commands), or can be directed to immediately attack whomever or whatever the Crafter initially designates. An animated object can be of any non-magical material. The Crafter may animate one Tiny object per Caster Level, starting at Caster Level 5, or a corresponding number of larger objects as follows: A Small object counts as two Tiny objects, A Medium object counts as two Small objects, a Large object as four Small objects, a Huge object as eight Small objects, a Gargantuan object as 16 Small objects, and a Colossal object as 32 Small objects. You can change the designated target or targets as a move action, as if directing an active spell. This spell cannot affect objects carried or worn by a creature. See the Pathfinder RPG Bestiary for the statistics of animated objects. At Caster Level 13, the Crafter can begin to Animate plants. Use the statistics for animated objects, except that a plant smaller than Large does not have a Hardness rating.

Another aspect of the Animate spell is to simply move an object through Telekinesis. The Crafter must concentrate and take no other actions save a movement, and then he points his finger at an object weighing no more than 10 lbs. per Caster Level, and can lift it and move it at will from a distance. As a move action, the Crafter can propel the object as far as 20' per round in any direction, out to a maximum range of 400' +40'/CL. Using this type of animating force, the Crafter can be so gentle as to open and close a door, box, window, bag, pouch, bottle, or other container. The spell can even be used to unlatch a mechanical lock, granting a +20 to any Open Lock skill check. The Animate spell can be a broad force as well, moving earth to create wavelike crests and troughs, with the earth reacting with

glacial fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography. The area to be affected determines the casting time; for every 50' square, the Crafting takes 5 minutes. The maximum area that can be affected is 50' square per Caster Level. The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging, and this spell has no effect on earth creatures.

Cantrip: The Animate Cantrip can move an object weighing no more than 5 lbs. to a maximum distance of 25'.

ENHANCE

School: Transmutation

Casting Time: 1 Standard Action (See Text)

Components: as per Archetype

Range: Touch

Targets/Effects/Area: 1 or more Creatures or Items (See Text)

Duration: 1 minute per Caster Level

Saving Throw: Will negates

Spell Resistance: Yes

When a Crafter employs the Enhance Transmutation, he infuses a creature or item with magic in an attempt to augment a certain characteristic. Nearly everything about a creature can be enhanced; abilities, skill performance, attack and defense bonuses, movement capabilities, and even perception.

The Crafter can grant a bonus to one ability score, making a creature stronger, more agile, heartier, smarter, wiser, or more charming. The bonus provided is +2 at Caster Level 1, which increases to a bonus of +4 at Caster Level 5, and then again to a +6 at Caster Level 10. All of the usual benefits of a

higher ability score temporarily apply with this enhancement. At Caster Level 11, the Crafter may apply a +2 bonus to 1 creature per Caster Level, all of whom must be within 30' of one another. This bonus increases to +4 at Caster Level 15, and finally to +6 at Caster Level 20. Should a creature refuse the Enhancement, a successful Willpower Saving Throw will negate the effect.

Another creature aspect that can benefit from the Enhance spell is Skill performance. The Crafter can grant a +5 competence bonus to a single skill check made by the target creature. This bonus increases to +10 at Caster Level 7, and at Caster Level 14 the bonus is +15. The skill to be enhanced and the creature performing it must be named during the Crafting of the spell, and the creature then has 1 minute per Caster Level to benefit from the bonus.

The Enhance spell may be used to give one natural weapon or unarmed strike of the target creature a +1 enhancement bonus on attack and damage rolls per 4 Caster Levels (to a maximum of +5). The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage. This enhancement can also be applied to any non-magical weapon. The bonus counts as magical for the purposes of penetrating DR.

When this spell is used for defense bonuses, it toughens a creature's skin and enhances its natural Armor Class by +1 per 4 Caster Levels (to a maximum of +5). The enhancement bonus provided by the Enhance spell stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0. This enhancement can also be applied to non-magical armor.

The most dramatic use of the Enhance spell may lie with its application to specialized forms of movement. The Crafter may grant one of the following movements to a single touched creature or to himself.

Blink: The target creature moves quickly back and forth between the Material Plane and the Ethereal Plane and looks as though they're winking in and out of reality at random. Physical attacks against the subject have a 50% miss chance, and the Blind-Fight feat doesn't help opponents. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). This use of the Enhance spell has a Duration of 1 round per Caster Level.

Ethereal Travel: At Caster Level 11, the Crafter can become ethereal, along with his equipment. For the Duration of 1 round per CL, the Crafter is in the Ethereal Plane, which overlaps the Material Plane. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, the Crafter can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet. At Caster Level 17, the Crafter may bring along 1 additional creature per 3 CLs who are all linked by hands, into the Ethereal Plane with him.

Fly: At Caster Level 5, a target creature can fly at a speed of 60' (or 40' if it carries a medium or heavy load). The subject can ascend at half speed and descend at double speed, and its maneuverability is good. Using the Enhance spell to fly requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Glide: The Crafter may only use this Enhance spell on himself, and while affected, he takes no damage from falls. In addition, the Crafter can move up to 5' in any horizontal direction for every 1 foot he falls, at a speed of 60' per round. He cannot use this spell to actually gain height, merely coast in other directions as he falls. If subjected to a strong wind or any other effect that causes the Crafter to rise, he can take advantage of it in order to increase the distance he can glide. If wearing a wing-suit, the Crafter gains a +5 to his Fly skill checks.

Haste: The Transmuted subjects, 1 per 3 CLs, move and act more quickly than normal. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full Base Attack Bonus, plus any modifiers appropriate to the situation. A hasted creature gains a +1 bonus on Attack rolls and a +1 Dodge bonus to AC and Reflex saves. Any condition that makes him lose his Dexterity bonus to Armor Class (if any) also makes the subject lose his dodge bonuses. All of the hasted creature's modes of movement increase by 30', to a maximum of twice the subject's normal speed using that form of movement. Multiple haste effects don't stack.

Jump: The subject gains a +10 enhancement bonus on Acrobatics skill checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at Caster Level 5, and to +30 (the maximum) at Caster Level 9.

Spider Climb: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20' and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). The subject retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

The Enhance spell can be used to sharpen a target creature's senses. The subject gains a +2 competence bonus per Caster Level on Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of this spell. At Caster Level 3, the subject gains the ability to see 60' even in total darkness. This darkvision is black and white only but otherwise like normal sight.

Cantrip: The Crafter can offer a +1 enhancement to a single d20 roll made by a single creature.

POLYMORPH

School: Transmutation

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Close (25' + 5' per Caster Level)

Targets/Effects/Area: 1 Creature

Duration: 1 minute per Caster Level / Permanent at CL 13

Saving Throw: Fortitude negates / Will partial (See Text)

Spell Resistance: Yes

This Transmutation spell will transform a living creature into a form of the Crafter's choosing. A Polymorph can never target the Crafter personally; it is used to change others. The subject is allowed a Fortitude Saving Throw if it chooses to resist the Polymorph. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets an automatic Saving Throw whether the change is voluntary or not, at a +4 bonus on the save. If the spell succeeds, and the subject still resists, it must also make a Willpower Saving Throw. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to craft spells (if it had the ability), and gains the Alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its Class and Level (or HD), as well as all benefits deriving therefrom (such as Base Attack Bonus, base save bonuses, and Hit Points). It retains any class features (other than Spellcrafting), that aren't extraordinary, supernatural, or spell-like abilities. If the transformation is voluntary and/or willingly accepted, the creature may retain all of its original abilities and faculties. Incorporeal or gaseous creatures are immune to Polymorph, and a creature with the Shapechanger subtype can revert to its natural form as a standard action. A Polymorph

spell's effects have a Duration of 1 minute per Caster Level, although at CL 13, the effects become permanent until affected by another form-altering effect.

When the Crafter chooses the form of the Polymorph spell; Humanoid, Animal, Magical Beast, Elemental, Giant, Plant, or Dragon, he affects the subject according to his Caster Level as follows. The Crafter may always choose any form of a lower CL if he so chooses, while retaining the strength of his maximum CL.

Caster Level 1: Any Small or Medium creature of the Humanoid type. If the form possesses any of the following abilities, the subject gains: darkvision 60', low-light vision, scent, and swim 30'.

Small Humanoids gain a +2 size bonus to Dexterity.

Medium Humanoids gain a +2 size bonus to Strength.

Caster Level 5: Any Small or Medium creature of the Animal type. If the form possesses any of the following abilities, the subject gains: climb 30', fly 30' (average), swim 30', darkvision 60', low-light vision, and scent.

Small Animals gain a +2 size bonus to Dexterity and a +1 natural armor bonus.

Medium Animals gain a +2 size bonus to Strength and a +2 natural armor bonus.

Caster Level 7: Any Tiny or Large creature of the Animal type. At this Caster Level, the form of a Small Elemental can be achieved. If the form possesses any of the following abilities, the subject gains: climb 60', fly 60' (good), swim 60', darkvision 60', low-light vision, scent, grab, pounce, and trip.

Tiny Animals gain a +4 size bonus to Dexterity, a -2 penalty to Strength, and a +1 natural armor bonus. Large Animals gain a +4 size bonus to Strength, a -2 penalty to Dexterity, and a +4 natural armor bonus. Small air Elementals gain a +2 size bonus to Dexterity and a +2 natural armor bonus. They also gain fly 60'

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(perfect), darkvision 60', and the ability to create a whirlwind.

Small earth Elementals gain a +2 size bonus to Strength, and a +4 natural armor bonus. They also gain darkvision 60', the push ability, and the ability to earth glide.

Small fire Elementals gain a +2 size bonus to Dexterity and a +2 natural armor bonus. They also gain darkvision 60', Resist fire 20, vulnerability to cold, and the burn ability.

Small water Elementals gain a +2 size bonus to Constitution and a +4 natural armor bonus. They also gain swim 60', darkvision 60', the ability to create a vortex, and the ability to breathe water.

Caster Level 9: Any Diminutive or Huge creature of the Animal type. This level of the spell also includes the form of a Small or Medium creature of the Magical Beast type, any Medium Elemental, and any Small or Medium creatures of the Plant type. If the form possesses any of the following abilities, the subjects gains: burrow 30', climb 90', fly 90' (good), swim 90', blindsense 30', darkvision 60', low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

Diminutive Animals gain a +6 size bonus to Dexterity, a -4 penalty to Strength, and +1 to natural armor.

Huge Animals gain a +6 size bonus to Strength, a -4 penalty to Dexterity, and a +6 natural armor bonus. Small Magical Beasts gain a +4 size bonus to Dexterity, and a +2 natural armor bonus.

Medium Magical Beasts gain a +4 size bonus to Strength, and a +4 natural armor bonus.

Medium Air Elementals gain a +4 size bonus to Dexterity and a +3 natural armor bonus.

Medium Earth Elementals gain a +4 size bonus to Strength and a +5 natural armor bonus.

Medium Fire Elementals gain a +4 size bonus to Dexterity and a +3 natural armor bonus.

Medium Water Elementals gain a +4 size bonus to Constitution and a +5 natural armor bonus.

Small or Medium creatures of the Plant type gain: darkvision 60', low-light vision, constrict, grab, and poison. If the form does not possess the ability to move, the subject's speed is reduced to 5 feet and they lose all other forms of movement. If the creature has vulnerability to an element, the subject gains that vulnerability.

Small plants gain a +2 size bonus to Constitution and a +2 natural armor bonus.

Medium plants gain a +2 size bonus to Strength, a +2 enhancement bonus to Constitution, and a +2 natural armor bonus.

Caster Level 11: Any Tiny or Large creature of the Magical Beast type, as well as Large Elementals, Medium Dragons, and Large Plants. If the form possesses any of the following abilities, the subject gains: burrow 60', climb 90', fly 120' (good), swim 120', blindsense 60', darkvision 90', low-light vision, scent, tremorsense 60', breath weapon, constrict, ferocity, grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web. If the form has immunity or resistance to any elements, the subject gains resistance 20 to those elements. If the form has vulnerability to an element, the subject gains that vulnerability.

Tiny Magical Beasts gain a -2 penalty to Strength, a +8 size bonus to Dexterity, and a +3 natural armor bonus.

Large Magical Beasts gain a +6 size bonus to Strength, a -2 penalty on Dexterity, a +2 size bonus to Constitution, and a +6 natural armor bonus.

Large air Elementals gain a +2 size bonus to Strength, +4 size bonus to Dexterity, and a +4 natural armor bonus.

Large earth Elementals gain a +6 size bonus to Strength, a -2 penalty on Dexterity, a +2 size bonus to Constitution, and a +6 natural armor bonus.

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Large fire Elementals gain a +4 size bonus to Dexterity, a +2 size bonus to Constitution, and a +4 natural armor bonus.

Large water Elementals gain a +2 size bonus to Strength, a -2 penalty on Dexterity, a +6 size bonus to Constitution, and a +6 natural armor bonus.

Large plants gain a +4 size bonus to Strength, a +2 size bonus to Constitution, and a +4 natural armor bonus. If the form has immunity or resistance to any elements, the subject gains resistance 20 to those elements.

Medium Dragons gain a +4 size bonus to Strength, a +2 size bonus to Constitution, a +4 natural armor bonus, fly 60 feet (poor), darkvision 60 feet, a breath weapon, and resistance to one element. They also gain one bite (1d8), two claws (1d6), and two wing attacks (1d4). The subject's breath weapon and resistance depend on the type of dragon. They can only use the breath weapon once per casting of this spell. All breath weapons deal 6d8 points of damage and allow a Reflex save for half damage.

Black dragon: 60' line of acid, resist acid 20, swim 60'

Blue dragon: 60' line of electricity, resist electricity 20, burrow 20'

Green dragon: 30' cone of acid, resist acid 20, swim 40'

Red dragon: 30' cone of fire, resist fire 30, vulnerability to cold

White dragon: 30' cone of cold, resist cold 20, swim 60', vulnerability to fire

Brass dragon: 60' line of fire, resist fire 20, burrow 30', vulnerability to cold

Bronze dragon: 60' line of electricity, resist electricity 20, swim 60'

Copper dragon: 60' line of acid, resist acid 20, Enhance - Spider Climb (always active)

Gold dragon: 30' cone of fire, resist fire 20, swim 60'

Silver dragon: 30' cone of cold, resist cold 30, vulnerability to fire

Caster Level 13: Any Huge Elemental, Huge Plant, Large Chromatic or Metallic Dragon, or any Large Humanoid creature of the Giant subtype.

Huge Air Elementals gain a +4 size bonus to Strength, +6 size bonus to Dexterity, and a +4 natural armor bonus. They also gain fly 120' (perfect), are immune to bleed damage, critical hits, sneak attacks, and gain DR 5/-.

Huge Earth Elementals gain a +8 size bonus to Strength, a -2 penalty on Dexterity, a +4 size bonus to Constitution, a +6 natural armor bonus, are immune to bleed damage, critical hits, sneak attacks, and gain DR 5/-.

Huge Fire Elementals gain a +6 size bonus to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus, are immune to bleed damage, critical hits, sneak attacks, and gain DR 5/-.

Huge Water Elementals gain a +4 size bonus to Strength, a -2 penalty on Dexterity, a +8 size bonus to Constitution, and a +6 natural armor bonus. They also gain swim 120', are immune to bleed damage, critical hits, sneak attacks, and gain DR 5/-.

Huge Plants gain a +8 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, and a +6 natural armor bonus. Plants at this level also gain DR 5/Fire, regeneration 5, and trample.

Large Dragons gain: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, fly 90' (poor), darkvision 60', a breath weapon, DR 5/magic, and resistance to one element. They also gain one bite (2d6), two claws (1d8), two wing attacks (1d6), and one tail slap attack (1d8). They can only use the breath weapon twice per casting of this spell, and must wait 1d4 rounds between uses. All breath weapons deal 8d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 80-foot lines and cones increase to 40-foot cones.

Large Giants gain: a +6 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus, and low-light vision. If the form possesses any of the following abilities, the subject gains: darkvision 60', rend (2d6 damage), regeneration 5, rock catching, and rock throwing (range 60', 2d6 damage). If the form has immunity or resistance to any elements, the subject gains resistance 20 to those elements. If the form has vulnerability to an element, the subject gains that vulnerability.

Caster Level 15: Any of the Huge Chromatic or Metallic Dragons or the Huge Humanoid Giants.

Huge Dragons gain: a +10 size bonus to Strength, a +8 size bonus to Constitution, a +8 natural armor bonus, fly 120' (poor), blindsense 60', darkvision 120', a breath weapon, DR 10/magic, frightful presence (DC equal to the DC for this spell), and immunity to one element. The subject also gains one bite (2d8), two claws (2d6), two wing attacks (1d8), and one tail slap attack (2d6). The subject can use the breath weapon as often as it likes, but must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 100' lines and cones increase to 50' cones.

Huge Giants gain: a +8 size bonus to Strength, a -2 penalty to Dexterity, a +6 size bonus to Constitution, a +6 natural armor bonus, low-light vision, and a +10 foot enhancement bonus to speed. If the form possesses any of the following abilities, the subject gains: swim 60', darkvision 60', rend (2d8 damage), regeneration 5, rock catching, and rock throwing (range 120', 2d10 damage). If the form has immunity or resistance to one element, the subject gains that immunity or resistance. If the form has vulnerability to an element, the subject gains that vulnerability.

SHAPECHANGE

School: Transmutation

Casting Time: 1 Standard Action

Components: as per Archetype

Range: Personal

Targets/Effects/Area: The Crafter only

Duration: 10 minutes per Caster Level

Saving Throw: None

Spell Resistance: No

This Transmutation spell allows the Crafter to take the form of a wide variety of creatures. The Shapechange spell functions as Polymorph, except that it is for the Crafter's own personal use, and can never be Crafted for another creature.

The Crafter can change form once each round as a free action. The change takes place either immediately before his regular action or immediately after it, but not during the action.



ARCHETYPES

In a modern world where magic use has survived, and secretly thrives, there are rare and unique individuals who practice the art of Spellcrafting. These individuals are varied in their approach to the craft, each choosing a style or technique that best suits their individual beliefs and personalities. Some find mystic power within themselves or unravel the mysteries locked in cryptic formulae, while others are awakened to the existence of powerful entities that exist outside of our normal awareness. Bargains are made with, or prayers are offered to these immortal beings; and power is granted to those that dare and have faith.

There are many paths that Modern Heroes can take in their search for mystic knowledge, and the journey is personal to each of them. The following Archetypes each confer a unique training aspect that allow the Hero to gather, control and shape the mystical energies that permeate everything. These techniques are called Axioms, and each one defines a Spellcrafter in different ways.

An Axiom is a universally established principle or truth, confirmed by experience. When a specific Axiom is applied to magical theory, it forms a technique by which mystical energy can be gathered and shaped into a spell effect. These methods do not fit into scientific parameters, but with strong belief they have been proven to work time and again.

When a Spellcrafter begins the process of building and casting his spells, the mystical energy required must be gathered from a specific source, controlled and then shaped by sheer willpower. Modern day scientists have never been able to quantify the existence of this incalculable form of energy, and therein lay the trickiest part to Crafting magic: belief in the unknown, unseen, raw energy that binds the multi-verse and the many various planes that lay beyond.

There are currently six known Axioms of Spellcrafting. They are; Conduit, Cypher, Intrinsic, Ritual, and Spirit. Each Axiom forms a unique

Archetype for the Modern Hero. Spells cannot be crafted without using an Axiom, for they are literally the method by which the crafting process is conducted. If a Modern Hero chooses to a cross-training Talent at any point in his career, he will retain the ability to use his former Axiom. Many Spellcrafters endeavor to master all the Axioms; giving them full versatility in crafting their spells no matter what situation they find themselves in.

OVERVIEW

Spellcrafter archetypes, (axiom), work like any other archetype for the Modern Hero class. Each archetype has Training abilities that can be acquired once the archetype has been taken.

- A Spellcrafter does not need to acquire the "Spell Casting" training ability need for other spellcasting archetypes, but must acquire one of the spellcrafting archetypes before casting spells.
- Spell deciphers, such as Arcane, Divine, Spontaneous Casting, etc are defined by the caster and influenced by what archetype the spellcrafter takes.

CONDUIT CRAFTER

Modern Heroes with this Archetype choose (or are chosen by); a powerful benefactor that provides mystical energy for their Spellcrafting. Through covenant, communion, bargain, pact or coercion; the Hero forms a bond with an immortal entity. Once this link is established, mystical energy originates from a Celestial or Infernal being of the Outer planes, an Elder Elemental from the Inner planes, or even from a powerful denizen of a Transitive plane. The Crafter becomes the conduit for the immortal's extra-planar power.

The mystic energy invoked by a Conduit Spellcrafter produces a tangible aura around the Crafter that cannot be muted or concealed. The aura that manifests is dependent upon the source of the Crafter's power. Energy from Celestial sources may

manifest as a glowing aura, while infernal energy may elicit the foul odor of brimstone. Elemental energy causes the Crafter to be surrounded by wisps of the appropriate element. The exact manifestation varies and may be customized by the Crafter, but it is always present during any use of magic, and quickly fades when the Crafter ceases to draw power. These auras are primarily a visual, auditory or olfactory display, and never cause the Crafter or his environment any harm.

Using the Conduit Axiom requires the Verbal and Focus components for Spellcrafting. The focus may be religious in nature, but always symbolizes the link to the Crafter's extra-planar benefactor.

TRAINING

CALL THE HOT LINE

The Conduit Crafter gains the ability to contact his extra-planar benefactor, in a similar fashion to the Commune spell. The Crafter may ask 1 question per Caster Level. Using this ability requires the expenditure of 1 Hero Point.

CRANK IT TO ELEVEN!

The Conduit can ramp up the power of a crafted spell by drawing extra energy from his extra-planar source. The Conduit can attempt this once per day for each Caster Level he has attained. Any known spell that is successfully crafted can be boosted by 1 CL, up to a maximum of half the Crafter's current CL. For each increase in CL, the resulting Fortitude save DC is increased by +5. The intent to boost a spell must be declared before the crafting attempt is made, and should the Spellcraft skill check fail, the Conduit Crafter automatically becomes Fatigued. Using this ability requires no extra Hero Points outside of those normally spent on the spell being crafted.

FIT TO BURST

The Conduit can choose to forego using a known spell and instead release raw magical energy in a burst around him. This energy can be used to either heal the Crafter's allies, or inflict harm upon his enemies. The choice is made each time a burst is released. The area affected is a 20' radius centered on the Crafter. The amount of damage healed or inflicted equals 1d6 + an additional 1d6 for every 3 Caster Levels beyond 1st. Creatures that are harmed by the energy burst receive a Willpower Save, and a successful save will reduce the damage by half. The DC for this saving throw is 10 + $\frac{1}{2}$ the Crafter's CL + the Crafter's chosen ability modifier. Hit Points that are gained through this ability may not exceed their normal maximum. The Conduit may choose whether or not to include himself in the effect. Using this ability requires a Spellcraft skill check, a Fortitude check and the expenditure of Hero Points, just as crafting a spell.

CYPHER-CRAFTER

The Axiom associated with this Archetype deals with a mystic theorem that dates back to the Babylonians, Greeks and Egyptians; but is known to the modern world as Numerology. A Cypher has come to be known as describing any decimal number, or string of numbers used in a secret code. The magical use of a Cypher breaks down a spell's formulae into long patterns of seemingly unrelated numbers. To the initiated, the right pattern of numbers can unlock wondrous insights to the mysteries of the cosmos, and even to the secrets of harnessing mystical energy. Only a Crafter that is trained in this Axiom can have any hope of decoding these number patterns.

With the rise in popularity of personal computing devices, and especially of the internet, many Cypher-Crafters have discovered the secrets of encoding magical formulae into binary numbers. This has given birth to a truly new and modern form of Spellcrafting, known as "Cybercrafting". The Cypher Archetype enjoys an advantage because of this

discovery, in that many of the Cypher-Crafter's spells can also effect modern mechanical or electronic equipment in astonishing ways. The special uses of Cybercrafting are noted in each applicable spell's description.

Another unique aspect to this Axiom is the need to prepare spells ahead of time. The Cypher-Crafter must write out the coded formula for each of his known spells, and have them on hand, in order to cast them. This is akin to the reading of a scroll, although the spell is not destroyed or erased after such castings. If the Crafter is employing this Axiom as Cybercrafting, the "spell program" must be loaded into a computing device and held ready to be executed.

The Cypher Axiom requires the Material component, which usually consists of nothing more than paper and pen. Also required is the Focus component, which is usually a computing device and is needed for any spells that interact directly with mechanical or electronic equipment.

TRAINING

HELLO OPERATOR

A Cypher-Crafter can use his magic to make a connection between two or more wireless devices. The Crafter uses the wireless modem of his device and directs a magically augmented signal to any other wireless device's modem that is either within sight, or that the Crafter knows the connection number or protocol for. This ability does not allow for access to encrypted or firewall protected systems, but it does allow for a +5 bonus to any skill used in circumventing those protections. The Crafter may connect to 1 additional device per 2 Caster Levels. Using this ability requires the use of 1 Hero Point, although no Spellcrafting or Fortitude checks are necessary.

SPELL-MAIL

The Cypher-Crafter can embed a single spell within the algorithm of an e-mail. The spell will show as an attachment with whatever label the Crafter wishes, and should the recipient open the attached spell, he will be subject to the spell's effects. Any known spell can be used as spell-mail, though the strength is limited to only half the Crafter's maximum Caster Level. All skill checks, Hero Point cost, and Saving Throws apply for the casting of the attached spell, as well as 1 additional Hero Point required to complete the spell attachment.

STACKING THE ODDS

Using a full round to study an area, opponent, or dilemma, the Cypher-Crafter can visualize and anticipate the probable outcome of a single series of actions. By focusing, the Crafter will start to "see" the pattern of probability surrounding the consequences of a single series of attacks or decisions. With the expenditure of 1 Hero Point, the Crafter gains a bonus equal to his CL applied to every d20 die roll needed to resolve the problem or conflict. Once the situation is over, the Crafter must make a Fortitude Saving Throw, and in addition he takes a -1 to every d20 die roll for the next hour per Caster Level.

INTRINSIC-CRAFTER

The theory of this Archetype's Axiom states that magical power is drawn from the Crafter's own personal energy stores. This personal energy was referred to in ancient cultures as the Qi, Prana, or Energeia. Modern philosophers commonly refer to this energy source as a human's "life force", or his immortal soul. The hidden truth is that the human soul consists of pure mystical energy, and though it is immortal, it is not infinite in its power. A soul can be burned out, and what is left will never again know the touch of magic.

Because this energy is from the Crafter's own personal store, it is more physically demanding than

the other Axioms. When crafting a spell and making the consequent Fortitude check afterward, the Intrinsic Crafter suffers a +1 to the save DC. An Intrinsic Crafter suffers twice as long as other Crafters when enduring the conditions caused by a failed Fortitude Save.

The Intrinsic Axiom requires only the Verbal and Somatic components for Spellcrafting, unless specifically stated otherwise in a spell description.

TRAINING

KNOW THYSELF

The Intrinsic has greater control over his own mystic signature. Because of this, he is better able to direct the flow of magic when it is used to craft a spell affecting only him personally. The result is an inherent +1 bonus per 4 CLs, to all Spellcraft checks when crafting a spell with the range of Personal. This Training requires no Hero Points, once it is chosen, it is always active.

OVERDRIVE

By investing 1 Hero Point, the Intrinsic-Crafter can temporarily boost a single ability score by 4 points. This enhancement will last for 1 minute per CL. When the boost wears off, the Crafter will need to make a Fortitude Saving Throw (DC 15), to avoid being fatigued.

SELF-MEDICATE

Whenever the Intrinsic successfully crafts a Heal spell that is intended for his own wounds or ailments, he can use 1 Hero Point to double the amount of Hit Points regained. If attempting to overcome a condition, poison, or disease, the Crafter will automatically succeed on his Caster Level check if he spends the Hero Point. The Intrinsic must craft the Heal spell in a normal fashion.

RITUAL-CRAFTER

Spellcrafter with this Archetype practice their magic with methodical patience, adhering to minute details in sequential repetition. Rituals are the orderly and practiced ceremonies that slowly gather ambient magical energy into the building of a spell. A ritual often begins with a magical circle, within which sanctified items, tools and offerings are arranged in detailed order, often times on an altar. In many rituals a chant is recited; carefully choreographed words and/or movements all designed to gather and focus the latent magical energy that permeates the environment.

Only one person can lead a ritual, although any number of individuals may lend support to the casting and they need not be trained in its procedures. The ritual is performed with a Caster Level equal to the Ritual leader's character level. Each individual that contributes to the ritual will aid in the Spellcrafting skill check by +2, and increase the Caster Level of the spell by +1. When the Ritual is complete, all participants must make a Fortitude Saving Throw as normal for any Spellcrafting.

Crafting a Ritual requires a considerable amount of extra time compared to other Axioms. The Casting Times for a Ritual-Crafter are measured in whole rounds instead of actions, and they require 1 round per Caster Level of the spell.

Rituals require the Verbal and/or Somatic components, as well as Material components necessary for the specific ritual.

TRAINING

CLEAN TOOLS

A Ritual can be augmented if the Crafter uses specially prepared tools and implements designed for focusing magical energy. Certain ritual items, such as athames, alter cloths and tiles, wands, chalices, cauldrons, and the like can all give bonuses to a Spellcrafting skill check. Each tool grants a +2

ARCANE OF THE SPELLCRAFTER

bonus to the Crafter's skill check when attempting a Ritual Spellcrafting. This Training ability confers the knowledge of a specialized ritual that is used to cleanse and align such tools, making them proper focus items. This ritual requires Caster Level 1 power, and all procedures must be observed, such as Spellcraft check, Fortitude save, and Hero Point cost, just as with any spell.

IT TAKES A VILLAGE

A Ritual spell is always greatly enhanced when there are multiple Crafters working together. When a Crafter with this Training is leading a Ritual Spellcrafting, for every 3 Crafters that assist, assume that a fourth assistant is helping as well. The Crafter will receive the full benefit of 4 assistants. This ability requires no Hero Points, and is always active.

PRESTO

Should a Ritual-Crafter wish to accelerate the Casting Time of a spell, he can spend 1 Hero Point to complete a personally crafted Ritual in 1 round, regardless of the CL of the spell. This Training has no effect if used on a cooperative Ritual-Crafting with others.

SPIRIT-CRAFTER

As stated before, human souls (and those of most humanoid creatures), are made up of pure mystical energy. When a person's mortal body expires, for whatever reason, their soul is released and seeks to transcend to one of the Outer Planes where their personal belief of eternity awaits. Moral implications aside, there are often circumstances that prevent or delay this transcendence. When this happens, the immortal soul becomes a shade, or ghost, that wanders the Spirit Realm mirroring our own world as a Transitive Plane. A Crafter that is trained in this Archetype's Axiom may contact this Spirit Realm of ghosts, and draw from the collective mystical energy of their souls in order to power his spells.

The danger in dealing with departed souls is dire. A Spirit-Crafter must always take caution when drawing power from the Spirit Realm, for these undead creatures are often extremely vengeful toward the living. Whenever a Crafter uses the Spirit Axiom to craft a spell, should his required Fortitude Saving Throw be a critical failure (natural d20 roll of 1), he will suffer from a Corrupting Touch (Pathfinder Bestiary - Ghost), with damage equal to 1d6 per CL of the spell he was attempting. An additional Fortitude Save, if successful, will reduce the damage by half.

The Spirit Axiom requires the Verbal and Somatic components for Spellcrafting. Using a Focus item that once belonged to an undead spirit will add a +2 bonus to any Spellcraft Skill check when dealing with that specific spirit.

TRAINING

GHOST-BUSTER

Any attempt made by a Spirit-Crafter to banish a non-corporeal spirit entity, is made with a +2 bonus to his CL. Consider the Crafter as having 2 items of opposition to the entity. This ability requires no Hero Points, and is always active.

LONG DISTANCE CALL

Should a Spirit-Crafter cast a Communion Spell; he may contact a ghost from the Spirit Realm. The Crafter may ask one additional question of this ghost, beyond the number allowed normally by the spell. If the Crafter knows the name of a specific ghost, he may request information from that individual. This ability requires 1 Hero Point in addition to the requirements of crafting the spell.

WELCOME BACK

Because of his heightened familiarity with the realm of ghosts, whenever a Spirit-Crafter summons an extra planar creature he may choose to bring forth a fully manifested Ghost. This creature has a CR equal

ARCANE OF THE SPELLCRAFTER

to the Crafter's CL, and will appear next to the Crafter on the following round. The Ghost is not automatically under the Crafter's control, but does regard the Spirit-Crafter as if under the effects of a Charm spell. This Training requires the expenditure

of 1 Hero Point in addition to the cost of the spell's crafting, and the Crafter may have only 1 summoned Ghost at any given time. The Ghost will remain for 1 round per CL before dissolving back into the Spirit Realm.



Traits



The following traits are acceptable to use with any of the modern magic settings. The following are all campaign traits.

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More information on Traits can be found at Pathfinder Role Playing Game – Advanced Player's Guide and also the PRD at:

<http://paizo.com/pathfinderRPG/prd/feats.html>

CULTIST

Class Skills: You gain a +1 Trait bonus on Intimidate and Spellcraft skill and one of these skills (your choice) is always a class skill for you.

FORETELLER

Class Skills: You gain a +1 Trait bonus on Sleight of Hand and Spellcraft skill and one of these skills (your choice) is always a class skill for you.

MEDIUM

Class Skills: You gain a +1 Trait bonus on Perception and Spellcraft skill and one of these skills (your choice) is always a class skill for you.

NOVITIATE

Class Skills: You gain a +1 Trait bonus on Knowledge (Behavioral Sciences) and Spellcraft skill and one of these skills (your choice) is always a class skill for you.

SPIRITUALIST

Class Skills: You gain a +1 Trait bonus on Knowledge (Religion) and Spellcraft skill and one of these skills (your choice) is always a class skill for you.

TECHNOMANCER

Class Skills: You gain a +1 Trait bonus on Knowledge (technology) and Use Magical Device skill and one of these skills (your choice) is always a class skill for you.

WITCHCRAFT

Class Skills: You gain a +1 Trait bonus on Heal and Spellcraft skill and one of these skills (your choice) is always a class skill for you.



Feats



The following feats are acceptable to use with any of the modern magic settings.

FEATS

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The following feats are acceptable to use with any of the modern magic settings.

For more information on feat see the Pathfinder Role Playing Game Core Rule book and also the PRD at: <http://paizo.com/pathfinderRPG/prd/feats.html>

ASTROLOGY

Description: The study of supernatural effects of celestial bodies.

Benefit: You gain a +2 bonus to Knowledge (planes) and Spellcraft.

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill

Special: You can use Knowledge (planes), instead of his Knowledge (arcana) skill.

CEREMONIAL CASTER

Meta-magic

Description: The supernatural study of the Abjuration school of magic.

Benefit: When you cast an Abjuration spell against a target with spell resistance, it treats the spell resistance of the target as 2 lower than its actual SR.

You get a +2 bonus on concentration checks made to cast an Abjuration spell.

Level Increase: None

CORRESPONDENCISM

Description: The study of supernatural effects of various philosophies and how they relate to each other.

Benefit: You choose a knowledge skill. For every 5 ranks in that chosen skill, it provides the Spellcraft skill a +2 Insight bonus.

CREATURE BANE SPELL

Meta-magic

Description: Your spells are more effective against a certain chosen creature type.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the creature type you select.

Level Increase: None

The chosen creature type is the same as the Ranger class ability "Favored Enemy".

Table: Chosen Creature Types

Type (Subtype)	Type (Subtype)
Aberration	Magical beast
Animal	Humanoid (other subtype)
Construct	Monstrous humanoid
Dragon	Ooze
Fey	Outsider (air)
Humanoid (aquatic)	Outsider (chaotic)
Humanoid (dwarf)	Outsider (earth)
Humanoid (elf)	Outsider (evil)
Humanoid (giant)	Outsider (fire)
Humanoid (goblinoid)	Outsider (good)
Humanoid (gnoll)	Outsider (lawful)
Humanoid (gnome)	Outsider (native)
Humanoid (halfling)	Outsider (water)
Humanoid (human)	Plant
Humanoid (orc)	Undead
Humanoid (reptilian)	Vermin

DIVINATIONISM

Description: You have a supernatural incite of the future

Benefit: At the beginning of your turn, you may, as a free action, roll a single d20. At any point before your next turn, you may use the result of this roll as the result of any d20 roll you are required to make. If you do not use the d20 result before your next turn, it is lost. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

FEATS

DIVINATORY CASTER

Meta-magic

Description: The supernatural study of the Divination school of magic.

Benefit: When you cast a Divination spell against a target with spell resistance, it treats the spell resistance of the target as 2 lower than its actual SR.

You get a +2 bonus on concentration checks made to cast a Divination spell.

Level Increase: None

DOWSING

Description: The study of supernatural attempt to locate natural sources of mythical energy.

Benefit: You gain a supernatural ability that works the same as the Locate Object spell. This ability can be used three times a day.

ESCAPOLOGY

Description: The supernatural study of evasion.

Benefit: You gain a +2 bonus to Escape Artist and Spellcraft.

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill

Special: You can use Escape Artist, instead of his Knowledge (arcana) skill.

EVOKER CASTER

Meta-magic

Description: The supernatural study of the Evocation school of magic.

Benefit: When you cast an Evocation spell against a target with spell resistance, it treats the spell resistance of the target as 2 lower than its actual SR.

You get a +2 bonus on concentration checks made to cast an Evocation spell.

Level Increase: None

FACTION BANE SPELL

Meta-magic

Description: Your spells are more effective against a certain chosen Faction.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the Faction you select.

Level Increase: None

HERBALISM

Description: The study of supernatural effects of various herbs and plants.

Benefit: You gain a +2 bonus to Knowledge (nature) and Spellcraft.

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill

Special: You can use Knowledge (nature), instead of his Knowledge (arcana) skill.

ILLUSIONARY CASTER

Meta-magic

Description: The supernatural study of the Illusion school of magic.

Benefit: When you cast an Illusion spell against a target with spell resistance, it treats the spell resistance of the target as 2 lower than its actual SR.

You get a +2 bonus on concentration checks made to cast an Illusion spell.

Level Increase: None

INVOCATIVE CASTER

Meta-magic

Description: The supernatural study of the Conjuraction school of magic.

FEATS

Benefit: When you cast a Conjunction spell against a target with spell resistance, it treats the spell resistance of the target as 2 lower than its actual SR.

You get a +2 bonus on concentration checks made to cast a Conjunction spell.

Level Increase: None

MENTALISM

Description: The supernatural study of mind reading.

Benefit: You gain a +2 bonus to Sense Motive and Spellcraft.

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Special: You can use Sense Motive, instead of his Knowledge (arcana) skill.

MYSTICISM

Description: The supernatural study of the mixture of religious doctrine with the occult.

Benefit: You gain a +2 bonus to Knowledge (religion) and Spellcraft.

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Special: You can use Knowledge (religion), instead of his Knowledge (arcana) skill.

NATURAL CASTER

Meta-magic

Description: The supernatural study of the Elemental school of magic.

Benefit: When you cast an Elemental spell against a target with spell resistance, it treats the spell resistance of the target as 2 lower than its actual SR.

You get a +2 bonus on concentration checks made to cast an Elemental spell.

Level Increase: None

NECROMANCY CASTER

Meta-magic

Description: The supernatural study of the Necromancy school of magic.

Benefit: When you cast a Necromancy spell against a target with spell resistance, it treats the spell resistance of the target as 2 lower than its actual SR.

You get a +2 bonus on concentration checks made to cast a Necromancy spell.

Level Increase: None

ONLINE CASTING

meta-magic

Description: You can cast spells through electronic devices, including cameras, cell phones, and modems.

Prerequisites: Caster level 5, Knowledge (Technology) 5 ranks

Benefit: If the spell requires the caster to be seen, then the target must see the caster, if it requires the caster to be heard, then the target must be able to hear the caster. Range is determined from the caster to the pick-up device (camera, keyboard, etc.) and then from the device to its target. The space between keyboard and monitor, or camera and screen, is not considered. The caster must be able to see or otherwise be able to determine the location of her target ("person at the keyboard" is a suitable target).

Spells cast online are less effective, such that the target gets a +4 circumstance bonus on saving throws.

Level Increase: +1 (an Online Casting spell uses up a spell slot one level higher than the spell's actual level.)

FEATS

PRESTIDIGITATION

Description: The study of supernatural effects of what is physically hidden.

Benefit: You gain a +2 bonus to Sleight of Hand and Spellcraft.

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill

Special: You can use Sleight of Hand, instead of his Knowledge (arcana) skill.

SCRIBE SPELL APP

Item Creation

Description: You can create a Spell App

Prerequisite: Online Casting

Benefit: You can create a Spell App of any spell that you know. Scribing a Spell App takes 2 hours if its base price is \$ 5000 or less, otherwise scribing a Spell App takes 1 day for each \$20,000 in its base price. To scribe a Spell App, you must use up raw materials costing half of this base price.

See Spell App in the magic item section of this book and see also magic item creation rules in the Pathfinder Role Playing Game Core Rules, for more information.

SHADOW-BANE SPELL

Meta-magic

Description: Your spells are more effective against supernatural creatures.

Benefit: Creatures with the Supernatural decipher, (a supernatural ability, race, etc) take a -4 penalty on the spell's saving throw.

This feat cannot improve spells that do not allow saves.

Level Increase: None

STREET MAGIC

Description: The study of supernatural effects of art.

Benefit: You gain a +2 bonus to Perform (any) and Spellcraft.

If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill

Special: You can use Perform (any), instead of his Knowledge (arcana) skill.

SYMPATHETIC CASTER

Meta-magic

Description: The supernatural study of the Enchantment school of magic.

Benefit: When you cast an Enchantment spell against a target with spell resistance, it treats the spell resistance of the target as 2 lower than its actual SR.

You get a +2 bonus on concentration checks made to cast an Enchantment spell.

Level Increase: None

TALISMANIC CASTER

Meta-magic

Description: The supernatural study of the Transmutation school of magic.

Benefit: When you cast a Transmutation spell against a target with spell resistance, it treats the spell resistance of the target as 2 lower than its actual SR.

You get a +2 bonus on concentration checks made to cast a Transmutation spell.

Level Increase: None

Difficulties



Difficulties are character flaws that a Modern Hero may take on; in return, it provides an additional feat selection.

Normally a character will start with no more than two difficulties. It is up to the GM to allow more.

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Difficulties are character flaws that a Modern Hero may take on; in return, it provides an additional feat selection.

Normally a character will start with no more than two difficulties. It is up to the GM to allow more.

Additional difficulties are also available from the Modern Hero class, (see The Modern Path: Heroes of the Modern World).

CURTAILED SPELLCASTING

Description: Your spells duration is halved

Penalty: All your spells duration is cut in half and cannot make anything permanent

DILUTED SPELLCASTING

Description: Your spell casting decreases the power of your spells, causing them to deal less damage.

Penalty: All variable and numeric effects are decreased by half. Saving throws and opposed rolls are not affected, nor are spells without random variables.

DIMINISH SPELLCASTING

Description: Your spells have less than normal range.

Penalty: Your spell casting decreases the range of a spell to the next lower category. A close spell would now have to be a touch spell. Spells that do not have a range are unaffected by this difficulty.

DRAINING SPELLCASTING

Description: You're Fatigued from spell casting

Penalty: Your spell casting causes you to immediately become Fatigued. This last 1 round per spell level

FEEBLE SPELLCASTING

Penalty: A target gains two saving throws against your spells.

INTENSE SPELLBLIGHT

Penalty: You add a +10 to the difficulty to remove a spellblight.

JINXED SPELLCASTING

Description: Your spells can affect you

Penalty: If the target of a baneful spell resists you spell, you become the target of your own spell.

OLD SOUL

Description: You and technology do not mix

Penalty: You suffer an Arcane Spell Failure 50% with all modern based spells and abilities. Failure results in a minor spellblight that can be removed normally.

SLIGHT SPELLCASTING

Description: Your spells occupy a smaller space.

Penalty: Your spell casting alters any burst, emanation, line, or spread-shaped spell area. Any numeric measurements of the spell's area decrease by 50%.

SPELLBLIGHTS CURSE

Penalty: You are affected by a minor spellblight that cannot be normally removed.

SPELLCASTING OCD

Penalty: Your casting time is always doubled.

RESISTIBLE SPELLCASTING

Penalty: A target with spell resistance, it treats the spell resistance of the target as 5 higher than its actual SR.

WEAK SPELLCASTING

Penalty: Targets of your spells gain a +1 to all saves against your spells. If the spell has no saving throw, then the target is allowed a saving throw to resist.

Magic Items



The following magic items are acceptable to use with any of the modern magic settings.

MAGIC ITEMS

MAGIC ITEMS

The following magic items are acceptable to use with any of the modern magic settings.

ARMOR & WEAPON SPECIAL ABILITIES

DEMOLITION

This weapon has runes carved into which wielder may activate once per day after a successful attack.

The target must succeed at Fortitude save (DC 20) or take 10d6 points of damage. If the target is reduced to -10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is destroyed as if disintegrated, leaving behind only a trace of fine dust.

Price: +3 bonus

PSYCHO

This battered weapon constantly drips a small amount of blood. The weapon doubles critical threat range.

Any creature who handles a psycho weapon suffers Madness. As found in the Pathfinder Role Playing Game – Game Mastery Guide

This type of Insanity remains as long as the weapon is in hand, and disappears when it is no longer wielded.

The Insanity cannot be overcome in any way while the weapon is wielded.

Price: +2 bonus

SPONSORSHIP

This item is emblazoned with Faction logos, emblems, and advertisements.

You must take the sponsor as a Faction. The item will cost 1 Prestige Point, but will lower the cost of armor and weapon enchantments by 1.

ARMOR

DEMONIC BIKER'S JACKET

This worn and faded +1 leather jacket is covered with spikes, rivets, and metal chains. A large skull shrouded in flame adorns the back. The jacket makes the wearer look dangerous and menacing, granting a +4 equipment bonus on Intimidate checks.

Once per day, the wearer's hands can transform into gnarled talons for up to 10 rounds. The transformation allows the jacket's wearer to make unarmed strikes without provoking attacks of opportunity. The wearer deals 1d6 points of lethal damage (plus Strength modifier, if any) with each successful unarmed strike.

Cost: \$150,000

Weight: 4 lb.

RIOT SHIELD OF FEAR

Introduced by police forces that employ magical gear, this riot shield provides a +1 enhancement bonus to Armor Class and adds a +10 enhancement bonus to the Intimidate skill.

Cost: \$34,000

Weight: 6 lb.

UNDERCOVER VEST OF LANDING

The wearer of this undercover vest gains a +1 enhancement bonus to Armor Class. The wearer also ignores the first 20 feet of damage from any fall. Regardless of the height of the fall, the wearer always lands on his or her feet.

Cost: \$41,000

Weight: 3 lb.

MAGIC ITEMS

WEAPONS

CLOUDKILL GRENADE

This smoke grenade contains greenish ooze. When used, it releases a pungent green cloud, as the spell cloudkill. The grenade is destroyed once used.

Range: 100 ft, cloud spreads in 10-ft. radius, 10 ft. high

Duration: 10 mins

Saving Throw: Fortitude DC: 17 partial; see text;

Spell Resistance: No

This grenade generates a bank of fog, that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the grenade.

The cloudkill moves away from the point the grenade exploded at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be used underwater. The grenade is destroyed once used.

Cost: \$10,000 (per grenade)

Weight: 2 lb. (per grenade)

CRYSTAL PISTOL

This item is the same a +1 Derringer. Pulling the trigger activates the energy stored inside the crystal. The energy strikes a single target designated by the user and deals 3d6 points of bludgeoning damage. The user may choose to have the device deal nonlethal damage instead.

Cost: \$27,500

Weight: 2 lb.

DEADEYE RIFLE

The deadeye rifle is a Barrett Light Fifty sniper rifle with an enhancement bonus of +3.

The stock is covered with elaborate runes, and the deadeye rifle is considerably lighter than a normal Barrett Light Fifty. The rifle's wielder suffers no penalties for 5 range increments, with each additional increment accruing only a -1 penalty

Cost: \$ 2,000,000

Weight: 20 lb.

POTIONS

L'EAU DE TIGRE

This perfume or cologne grants a +5 circumstance bonus on Bluff and Sense Motive checks for 1 hour.

Cost: \$3000

MECHANICAL APTITUDE

This potion makes the imbiber more proficient in understanding how technological devices work. He gains a +5 circumstance bonus on Knowledge (Technology) and Craft checks for 1 hour.

Cost: \$3000

MAGIC ITEMS

VEHICLE HANDLING

This bubbly potion temporarily sharpens the drinker's driving, piloting and sailing skills, granting a +5 circumstance bonus on Profession (driver, pilot and sailor) checks for 1 hour.

Cost: \$6500

RINGS

CAT'S EYE RING

This ring grants the wearer continuous low-light vision. In addition, once per day, the wearer may transform into a cat (as the baleful polymorph ritual incantation, but with no skill checks or additional components required). The wearer can turn back into her own form at any time. Either way, the transformation takes a move action to complete.

The wearer retains her Intelligence, Wisdom, and Charisma scores in cat form, during which the ring takes the form of a handsome collar.

Cost: \$125,000

DECODER RING

This cheap-looking tin ring has a small dial adorned with letters of the alphabet. It grants its wearer a +10 equipment bonus on Linguistics checks.

Cost: \$35,000

Weight: —.

RING OF ALGOS

This iron signet ring has a sigil of Algos carved into its setting. Any time the wearer shakes hands with another living creature, he may activate the ring's power (as an attack action).

The two parties shaking hands make opposed Will saves, although the ring's wearer gets to add his Charisma bonus to his save. Whoever has the lower

result receives a –4 penalty to all attack rolls, skill checks, and saving throws for the next 12 hours.

Cost: \$50,000

Weight: —.

RING OF COLD COCKING

This brass ring is shaped like a fist.

The wearer can make an unarmed attack against a flat-footed opponent as if he had the Knockout Punch feat, even if he doesn't have the prerequisites. (Knockout Punch feat is from The Modern Path – Heroes of the Modern World)

Cost: \$45,000

Weight: —.

RING OF LOCK PICKING

On command, this ring releases several lock picks, tongs, and tiny mechanical arms designed to fit into any Fine or Diminutive lock. The ring grants a +5 equipment bonus on Disable Device checks.

Cost: \$20,000

RING OF LYSSA

A ring is made of delicate silver threads forged in a pattern of thorny brambles with a single blood-red ruby set in the center.

Anyone who puts on this cursed ring is suffers the effects of suffers Madness, (Pathfinder Role Playing Game – Game Mastery Guide), for as long as the ring is worn (Will save, DC 28, negates). When the ring is removed, the victim must make a second Will save (DC 28) or suffer the effects for an additional 16 minutes.

Cost: \$75,000

Weight: —.

MAGIC ITEMS

RING OF SPELLBLIGHT STORAGE

When a spell caster is affected by a spellblight, she can choose to have it stored into this ring instead. The ring will hold 2 minor or one major spellblight.

At a later time the spell caster can expel any or all the Spellblights stored in this ring at a target. If this attack is unsuccessful then the spellblight is unleashed and affects the spell caster as normal. The ring cannot store a spellblight the same round it unleashes a spellblight.

Cost: \$145,000

Weight: —.

RING OF SURVEILLANCE DETECTION

This ring pulses dimly when electronic devices are monitoring the wearer. The ring can detect a working video camera, microphone, motion detector, or other sensor within 50 feet. By taking a full-round action, the wearer can locate the direction and distance to the device.

It grants a +5 circumstance bonus on Perception checks.

Cost: \$35,000

Weight: —.

RING OF VIA NEGATIVA

This ring is set with a black pearl and allows its wearer to channel negative energy as the Cleric class ability Channel Energy.

Cost: \$100,000

SPELL APP

These are digitally stored spells for computer based devices.

Spell Apps work the same as a scroll with the following exceptions.

The cost of a Spell App is double the cost of a scroll.

There is no need to “Decipher the Writing” with a Spell App.

You must have a Spell App on a computer device of some sorts.

Everything else works the same as described in the Pathfinder Role Playing Game – Core Book – under Scrolls.

ANTI-SPELL WARE

This is a spell app firewall that blocks incoming e-mail and programs laced with any form of magic.

Cost: \$55,000

Weight: —.

WONDROUS ITEMS

ABLATIVE PAINT JOB

A vehicle coated in this high un-scratch-able silvery-gray paint gains 5 points of hardness. It has no effect on any vehicle with a hardness of 10 or higher.

Cost: \$ 28,000

AIR DUCT INFILTRATION SUIT

This is a pale blue pair of coveralls, like the kind worn by many janitors, which are favored by corporate spies. Four times per day, the wearer can use the suit to trigger a gaseous form spell, allowing him to travel through a building's air ducts.

Cost: \$132,000

Weight: 2 lb.

AMULET OF RITUAL INCANTATIONS

Ritual incantations can be cast and held in this amulet for up to 24 hours before dissipating back into the ether. The Ritual incantation is cast as

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normal (see Ritual incantation feat) then stored into the amulet with an activation word that also releases the ritual on command. The person using this amulet to release the ritual must have the ability to cast the ritual through the Ritual incantation feat. This Amulet can only hold one Ritual incantation at a time.

Cost: \$135,000

Weight: —.

ANIMATED TOOLS

Two different sets of animated tools exist: the “mechanoset” is designed for mechanical devices, while the “electroset” is intended for electrical devices. When used like ordinary tools, animated tools operate as a deluxe tool kit of the appropriate type (+2 equipment bonus on Craft checks), although they have the same size and weight as a basic kit.

On command, the tool animates and begins repairing a single damaged item of the appropriate type. The animated tools must be placed within 5 feet of the item to be repaired, and the user must remain within 30 feet for the duration of the repairs. When used in this manner, the animated tools act as though they have 10 ranks in any Craft skill (Craft +10). The animated tools have a hardness of 10 and 10 hit points (total). They cannot be commanded to attack.

Cost: \$120,000

Weight: 12 lb.

BAD HAIR DAY CLIP

At first this seems like a cheap, plastic hair clip of the kind found in most convenience stores, but closer inspection reveals a tiny rune carved into the grip. This cursed item contains a version of the afflict ritual incantation seed that causes the person wearing it to suffer a –4 morale penalty on all saving throws, Charisma checks, and Charisma-based skill

checks. Removing the hair clip requires a remove curse or break enchantment spell.

Cost: \$27,500

Weight: —.

BUMPER OF THE RAM

This vicious looking spiked bumper must be bolted to the front or back of the vehicle. Any time the driver of the vehicle uses the bumper to ram another vehicle or object, damage to the opposed vehicle is increased by one speed and size increment, while damage to the vehicle with the bumper of the ram is reduced by one speed and one size increment. The bumper of the ram’s effects does not apply to sideswipes.

Cost: \$ 32,000

BUMPERS OF BLASTING

If a vehicle equipped with bumpers of blasting strikes an object or creature while moving at least street speed the driver of the vehicle can choose to have the bumper emit an explosive blast. The explosion causes 5d6 points of fire damage (in addition to any collision damage) to the object or creature struck. The vehicle with the bumper of blasting does not take any damage from the explosion, but does take collision damage as normal.

The explosive blast can be triggered three times per day, regardless of whether the attack is made with a front or rear bumper. The driver cannot trigger an explosive blast out of turn, such as when struck by another vehicle, although the driver could ready an action to trigger the explosive blast when such a condition arises

Cost: \$27,000

CALLING CARD

Business cards are a part of nearly everyone’s professional life. These cards are supernaturally

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attuned to the person whose name is printed on the front, and allow anyone who holds the card to make a "Magic Message" to that person twice per day. The cards work as the Magic Message spell. However, the person whose name appears on the card has the option of refusing to acknowledge any attempted communication.

Cost: \$150

CAMERA OF SOUL STEALING

This bulky, old-fashioned instant camera steals the life force of anyone caught in its field of view. Once per day, the user of the camera of soul stealing can take a picture (the camera does not need to be loaded with film). Anyone within a 30-foot cone must succeed at a Will save (DC 20) or gain 1d4 negative levels. If a creature successfully makes the Will save, it is permanently immune to the effects of that camera of soul stealing.

The pictures taken by the camera of soul stealing are black and white, and they possess a horrific, mind-bending quality such that people look gaunt and haunted, objects are twisted in a sinister way, and shadows seem darker and menacing.

Cost: \$275,000

Weight: 5 lb.

CHEMICAL LIGHT STICK OF REVEALING

This magic item reveals invisible creatures and objects within its 5-foot light radius. This magic item usually comes in packs of five, and each light stick lasts 6 hours.

The purchase DC and weight given below are for a pack of five.

Cost: \$27,500

Weight: 1 lb.

CROSSROAD'S GUITAR

Legend says that in the dark of night, meeting at a crossroad, you can find fortune and fame, but at a price.

This electric guitar grants the holder a +10 to Perform (String Instruments) skill and grants the owner the choice of one Performer's Training Technique.

This does come with a cost though. Once the owner reaches the age of 27, (if older, after one year from possessing the item), he will have to make a Will save every month of 15 +1 per month for the next year or die. If the owner survives he will be infected with madness as found in the Pathfinder Role Playing Game – Game Mastery Guide.

The Crossroad Item Power can be applied to any item used with the perform skill. Its cost is \$200,000 per item.

Type: \$200,000

Weight: 5 lb.

DASHBOARD FIGURINE

A dashboard figurine appears to be a statue of an animal or person 4 to 6 inches tall. When placed upon the dashboard of a vehicle, it sticks in place and can only be removed by the owner with a command word. Once in place, the figurine grants a special ability to the vehicle and the driver.

Three different types of dashboard figurines are available: humorous, monstrous, and religious.

Humorous: This figurine depicts some amusing-looking figure, such as a hula dancer or a cartoon character. The driver of the vehicle gains a +1 morale bonus on all saves while operating the vehicle.

Monstrous: This figurine depicts some sort of fierce-looking toy monster. Attacks made by the driver and passengers of the vehicle gain a +1 morale bonus.

MAGIC ITEMS

Religious: This is an icon of a saint, the Virgin Mary, or some other being of religious or spiritual significance. This type of dashboard figurine provides a +2 deflection bonus to the vehicle's AC.

Cost: \$26,000

Weight: 2 lb.

DRIVING ACE GLOVES

These snug, leather racing gloves provide a +5 equipment bonus on all Profession: Driver checks while operating a land vehicle (no benefit for boats, planes, or helicopters). Both gloves must be worn for the magic to be effective.

Cost: \$90,000

Weight: —.

DUCT TAPE OF REPAIR

This magic brand of duct tape can repair damaged objects and vehicles. When a 5-foot strip of the duct tape is applied to the damaged area, the duct tape disappears and the object regains 2d8+10 hit points instantly.

Duct tape of repair comes in a standard-size roll and can be used 14 times before the roll is exhausted. Applying duct tape of repair is a full-round action.

Cost: \$50,000

Weight: 1 lb.

EAGLE EYE SUNGLASSES

These stylish sunglasses grant superior vision as well as protecting the wearer's eyes from bright lights and UV rays. The sunglasses grant a +5 equipment bonus on Perception checks.

Cost: \$50,000

Weight: —.

ELDRITCH CELL PHONE

This cell phone has an unusually long and odd-shaped antenna but is otherwise nondescript. It has the ability to connect to any other phone regardless of weather conditions or distance. The connection has a slight warble to it, but is otherwise free of static and other interference. If the person being contacted doesn't have a phone, the eldritch cell phone automatically dials the phone nearest to the individual (even though the contact might be unable to reach it). Furthermore, the eldritch cell phone magically encrypts the conversation so that anyone who taps into the conversation (using a cellular interceptor or other hardware) hears only gibberish.

The eldritch cell phone has a built-in caller ID defeater and cannot be traced by mundane technology.

Cost: \$ 65,000

Weight: 1 lb.

ENGINE OF INFERNAL SPEED

A vehicle with this engine can accelerate up to two speed categories for the round, instead of one. However, the vehicle can still only decrease speed by one speed category for the round, as normal (unless the driver performs a hard stop). If the vehicle accelerates in this manner, the engine produces jets of blue flame from the tail pipe that deal 2d6 points of fire damage to anything within 10 feet of the rear of the vehicle; a successful Reflex save (DC 15) halves the damage. The flames automatically set fire to combustibles.

Cost: \$ 30,000

Weight: 500 lb

FABRIC OF STYLE

This bolt of fine, silky fabric is wrapped around a person's body. On command, fabric of style turns into any sort of outfit of excellent quality, but does

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not include accessories like jewelry, watches, and so forth. Fabric of style also grants a +2 equipment bonus on Charisma checks and Charisma-based skill checks while worn. The style of outfit can be changed, but the fabric of style must be removed and donned again, requiring a full-round action. If any part of the outfit is removed, the fabric of style turns back into the bolt of cloth.

Cost: \$12,000

Weight: 3 lb.

FLAME JOB

This paint job covers the front of the vehicle in wicked-looking flames. Once per day, on the owner's command, the vehicle can burst into flames for 3 rounds, dealing 5d6 points of fire damage to any creature or object touched or struck by the vehicle. In addition, any creature standing adjacent to the flaming vehicle takes 2d6 points of fire damage; a successful Reflex save (DC 15) halves the damage. The flames automatically set fire to combustibles. Neither the vehicle nor its occupants suffer any ill effects from the fire so long as they remain completely inside the vehicle.

Cost: \$ 27,000

FUEL TABLETS

These amber-colored tablets come in bottles of ten. Each fuel tablet transforms into liquid or gaseous fuel (gasoline, diesel, kerosene, jet fuel, or propane) when dropped into the fuel tank of a vehicle or other machine. The fuel completely fills the tank, but is otherwise like regular fuel and is destroyed once used.

Cost: \$15,000

Weight: —.

FUZZY DICE OF LUCK

These gaudy, hot-pink fuzzy dice must be hung from the rearview mirror of the vehicle to be activated. Once per day, the driver of the vehicle can reroll any Drive check, but must take the new result regardless of the outcome.

Cost: \$ 25,000

Weight: —.

GLASSES OF MINUTE SEEING

These normal looking glasses have specially crafted lenses. When worn, they grant the wearer a +5 equipment bonus on Perception checks to locate or identify features such as tiny seams, marks, cracks, or imperfections.

Cost: \$ 50,000

Weight: 1 lb.

HAZ-MAT GLOVES

These elbow length, optic yellow gloves are made of course, stiff material. The wearer gains acid, cold, and fire resistance 10 so long as both gloves are worn.

Cost: \$19,000

Weight: 5 lb.

HEADLIGHTS OF BLINDING

Three times per day, these headlights can emit a blinding 50- foot cone of light projecting from the front of the vehicle. Any creatures caught in the area must succeed at a Fortitude save (DC 15) or be blinded for 2d6 rounds.

Cost: \$ 27,000

Weight: 5 lb.

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HIDDEN HOLSTER

This concealed carry holster can hold any handgun and grants a +5 circumstance bonus on Sleight of Hand checks to conceal the weapon.

The bonus applies to physical searches as well as casual inspection.

Cost: \$15,000

HOLSTER OF INVISIBILITY

When a gun is placed in the holster the gun and the holster turn invisible, though they are still detectable by metal detectors and can still be felt.

The gun and the holster have to be attuned to one another. To do so the gun must be placed in the holster for at least 12 hours, during which time both the gun and holster are visible. If a gun is placed in the holster that is attuned to another gun neither gun, nor the holster, will become invisible until 12 hours have passed with the new gun in the holster.

Cost: \$25,000

Weight: 0.5 lb.

HORN OF BLASTING

Up to three times per day, this horn can emit a shrieking sound that deafens and damages creatures caught in its path. Any creature within a 30-foot cone directly in front of the vehicle takes 2d6 points of sonic damage and is deafened for 2d6 rounds. A successful Fortitude save (DC 16) halves the damage and negates the deafening effect. Crystalline creatures in the cone take quadruple damage (8d6 points) from the sonic blast.

Vehicle windows and windshields may shatter if they take sufficient damage from the blast. Headlights are also susceptible to the horn of blasting and should be treated as windows for this purpose.

Cost: \$ 29,000

Weight: 5 lb.

HORN OF DREAD

Up to three times per day, this horn can emit a terrifying noise. Anyone within 50 feet of the horn's sound must succeed a Will save (DC 15) or be affected by a cause fear spell.

Cost: \$ 27,000

Weight: 5 lb.

ICETHROWER

This backpack and spray nozzle looks similar to a flamethrower but shoots a 45-foot-long cone of cold that deals 9d6 points of cold damage to creatures and objects in the area. A successful Reflex save (DC 17) halves the damage. Using the icethrower is an attack action and provokes attacks of opportunity.

The cold fuel stored in the icethrower's backpack is drained after 10 shots but can be replenished.

Cost: \$9,000

Weight: 50 lb.

IMPERVIOUS TIRES

These tires are usually sold in sets of two or four; and each tire in the set has a hardness of 20.

If one of the tires is punctured and ruined, the remaining impervious tires continue to function.

Cost: \$ 28,000

Weight: 100 lb.

INSTANT ICE BOX

This item looks like an ordinary 1-foot-wide, 3-foot-long, and 1.5-foot-deep picnic cooler with a 2-inch-thick plastic cover. The only apparent difference is the three buttons on the hasp. When the lid is closed and one or more of the buttons are pressed, the instant ice box will magically cool any materials placed inside for as long as the lid remains closed. If

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the lid is opened, the effect ends. The cooler has a total of 50 charges that can be spent in three different ways.

Chill (uses 1 charge): If any one of the buttons is pressed, the box chills all the contents to a temperature of 40°F (4.5°C), as though placed in a domestic refrigerator.

Preserve (uses 2 charges): If any two of the buttons are pressed, the box chills all the contents to a temperature of 0°F (–18°C), as though placed in a domestic freezer.

Freeze (uses 3 charges): If all three buttons are pressed, the box chills all the contents to a temperature of –27°F (–32.75°C), about the temperature used for storing freeze-dried medical supplies.

An instant ice box drained of all charges functions as an ordinary cooler.

Cost: \$ 90,000

Weight: 5 lb.

INVISIFINDER GOGGLES

These military-grade night vision goggles are carved with runes and other occult symbols. In addition to the benefits of regular night-vision goggles, they also allow the wearer to see invisibility as the spell.

Cost: \$ 50,000

Weight: 3 lb.

JADE CROCODILE

When the owner sets down this figurine and speaks the proper command word, the figurine instantly transforms into a crocodile that obeys its owner's simple commands. The crocodile remains for 10 minutes, reverting to figurine form at the end of this duration or when reduced to 0 hit points.

A jade crocodile can be used once per day. Activating the item is an attack action and does not provoke attacks of opportunity. The figurine has an AC of 8, hardness 5, 6 hit points, and a break DC of 22.

Cost: \$ 90,000

Weight: 1 lb.

LUCKY DECK

This ordinary looking deck of playing cards usually features a stylized genie or similar image on the backs of its cards. The lucky deck grants its owner a +5 luck bonus on Profession (gamble) checks involving card games (such as poker or single-deck blackjack). To become the owner, a person must keep the deck on his or her person for 24 continuous hours.

Cost: \$35,000

Weight: —.

LUCKY DICE

These ordinary looking, casino-grade dice grant a +5 luck bonus on Profession (gamble) checks when used for any dice games (such as craps). Because they work for anyone who uses them, the user typically palms them between throws to avoid suspicion (requiring a separate Sleight of Hand check).

Cost: \$31,000

Weight: —.

LUCKY SUIT

A polyester suit consisting of a garish plaid jacket and lime green pants, the lucky suit protects the wearer from ranged attacks as though he had total concealment (50% miss chance).

The suit doesn't actually conceal or displace the wearer, but helps the wearer avoid range attacks that might normally hit. The concealment doesn't

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apply to melee attacks. The wearer also gains a +2 luck bonus on Reflex saves.

Cost: \$350,000

Weight: 3 lb.

MAGIC BILLIARD-BALL

Once per day, this otherwise normal looking toy Magic Billiard-ball can be used to cast augury (at 5th-level). To activate this ability, the user must state the question out loud and shake the Magic Billiard-ball. It provides no answers whatsoever if used more than once in a 24-hour period.

Cost: \$35,000

Weight: 3 lb.

MEDICINE BUNDLE

This small leather pouch, filled with herbs and crystals, is adorned with small beads and feathers. While worn, it provides a +4 resistance bonus on Fortitude saves. The medicine bundle becomes useless once the wearer fails to make a save. Only one medicine bundle can be worn at a time for any benefit —wearing multiple medicine bundles negates the bonus.

Cost: \$12,000

Weight: —.

MIC OF SILENCE

This small cone shaped object about 1" long will cast a spell when touched to a microphone (for instance on a cell phone, a computer's microphone, etc.). The spell will cause any word/noise spoken/made within 9" of the microphone to not be able to be overheard by anyone in the vicinity although the microphone will pick up the words perfectly. Background sound is also not picked up allowing for very clear reception. 1 charge lasts 30 minutes. This does not prevent

someone from lip reading the person who has activated the spell.

This has 10 charges

Cost: \$ 1,000

Weight: —

MUSE STATUETTE

This is a six-inch-tall statuette of a beautiful woman.

The statue grants a +5 circumstance bonus on any Perform skill check. The statue has a hardness of 5 and 5 hit points. If the muse statuette is destroyed, its owner takes a –10 penalty on all Perform checks for the next year.

Cost: \$45,000

Weight: 2 lb.

NATURAL CREATURE ANTIDOTE

When injected into a person it will neutralize one type of natural creature's (ie. snake, scorpion, fish, spider, etc.) poison that afflicts the individual. If a person has multiple poisons in their system the antidote will neutralize the poison that had its injection point closest to where the antidote was injected; or if that is not known then one of the poisons will be chosen randomly to be neutralized.

This antidote does not affect poisons from plants or diseases that a creature may carry rabies or malaria, etc.

Cost: \$ 8,000 per dose

NONDESCRIPT PAINT JOB

This paint job makes the vehicle less noticeable. It grants a +5 circumstance bonus on Bluff and Stealth checks when tailing another vehicle or losing a tail. In addition, anyone wishing to break into the vehicle (other than the owner) must succeed at a Will save (DC 15) or be unable to do so. This is a mind-

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affecting spell-like effect; a new save may be attempted after 24 hours have passed.

Cost: \$ 28,000

Weight: -

PAINT JOB OF BLURRING

Once per day, this paint job makes the vehicle's outline to appear blurry. This is as the blur spell as if cast by a 5th-level. Occupants of the vehicle are also blurred.

Cost: \$ 27,000

Weight: -

PARALYTIC ALARM

This vehicle alarm triggers whenever an attempt is made to break into the vehicle (for example, by smashing a window or bypassing a door lock), unless the intruder succeeds at a Disable Device check (DC 30).

When activated, the paralytic alarm emits a hypnotic pulse that paralyzes any creature within 30 feet for 2d6 rounds. A successful Will save (DC 15) negates this mind-affecting enchantment.

Cost: \$ 28,000

PARKA OF WARMTH

This winter parka grants cold resistance 10 to the wearer. Unless the wearer takes actual damage, the parka of warmth keeps him at a constant comfortable temperature. This ability overlaps (does not stack) with any other cold resistance the wearer might have.

Cost: \$ 90,000

Weight: 3 lb

PEN OF INVISIBLE INK

This pen looks like an old-fashioned calligraphy stylus, but contains its own magical supply of black ink. Any letter printed with this pen appears normal until the user speaks a name and blows upon the paper. Once spoken, the ink fades and can only be viewed by the person who was stated at the time of writing. If the name is not specific, then anyone with the same name will be able to read the message as normal.

A read magic spell will indicate that invisible ink has been used, but will not reveal the message. It is possible to create a non-magical chemical compound (Craft (Alchemy) check, DC 25) that, when spread over the surface of the paper, reveals the message written in invisible ink.

A pen of invisible ink holds enough ink for 50 messages.

Cost: \$ 27,500

QUICK-DRAW HOLSTER

Any handgun placed in this hip holster fits perfectly. The quick-draw holster allows its wearer to draw or holster the weapon as a free action (as though the wearer had the Quick Draw feat).

Cost: \$ 50,000

Weight: 1 lb

REINFLATING TIRES

These tires (usually sold in sets of two or four) are slightly spongy to the touch. If a tire is punctured, it instantly re-inflates and is restored to full hit points. Once a tire magically re-inflates, it becomes a non-magical tire and cannot re-inflate again.

Cost: \$ 23,000

Weight: 100 lb

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REPLAY MIRROR

This 3-foot-by-3-foot mirror has an attractive, modern frame. Uttering a command word causes the mirror to “record” anything within its field of view, exactly like a video recorder, for 1 hour. One can also speak a command word instructing the mirror to begin recording anywhere up to 1 hour in the future. On command, the mirror can “replay” the images that it has captured (visual only, no audio).

The viewer can move back and forth to change viewing angles, just like looking in a regular mirror. The mirror recording can move in reverse, pause, and fast forward, just like a normal, HD DVR. The mirror can remember up to 3 hours of recordings, “erasing” the oldest images first.

Cost: \$ 150,000

Weight: 20 lb

RUNNING SHOES OF STRIDING AND SPRINGING

These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Acrobatics checks.

Cost: \$ 55,000

Weight: 1 lb

SCREAMING AMULET

As an attack action, the wearer can cause the amulet to emit a horrid shriek that disrupts the brain waves of every living creature in a 15-foot-radius burst centered on the wearer (the wearer is unaffected). The shriek deals 7d6 points of sonic damage, or half with a successful Will save (DC 17).

Using a screaming amulet does not provoke an attack of opportunity.

This has 50 charges.

Cost: \$ 120,000

Weight: 1 lb

SEAT OF HOLD PERSON

Once per day, when the driver utters the proper command word, this seat (usually a passenger seat in the front or back of the vehicle) holds the creature seated in it, as the hold person spell. The target creature gets a Will save (DC 17) to negate the effect, which lasts for 10 rounds.

Cost: \$ 32,000

Weight: 20 lb

SEATS OF SAFETY

The occupants of a vehicle equipped with these seats gain the benefits of three-quarters cover while inside the vehicle. They take no damage from vehicle collisions, they gain a +7 cover bonus to AC, and they gain a +3 cover bonus on Reflex saves. The seats of safety do not function if any of the vehicle's doors are open.

Cost: \$ 28,000

Weight: 20 lb

SHRINKING PAINT JOB

This paint job allows the vehicle to “shrink” to a matchbox sized version small enough to fit in the palm of one's hand. Shrinking or enlarging the vehicle requires a command word, and the vehicle takes a full-round action to shrink or return to full size. The vehicle will not shrink if it contains any living beings, but can be shrunk with up to 50 pounds of cargo stored in its trunk. The vehicle will not unfold if it is in an area that will not allow it to expand to its full size. A vehicle in its toy size has a hardness of 5 and 5 hit points. The vehicle is destroyed and cannot be repaired if reduced to 0 hit points in its toy form.

Cost: \$ 30,000

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SILENT WARNING ALARM

This vehicle alarm triggers whenever an attempt is made to break into the vehicle (for example, by smashing the window or bypassing a door lock), unless the intruder succeeds at a Disable Device check (DC 30).

When activated, the alarm sends a mental warning to the owner of the vehicle, although the owner must be within 1 mile of the vehicle to receive it. If the owner receives the warning and succeeds at a Wisdom check (DC 10), he also receives a mental picture of the individual or individuals attempting to break into the vehicle, as if standing next to them (lighting conditions apply).

Cost: \$ 26,000

SIX-DEMON BAG

So long as the bag remains bound, the possessor gains a +2 luck bonus on all saves. Opening or sealing the bag is a move action.

Inside the bag are six small stones. Each stone can be hurled up to 60 feet, exploding at any point within range as designated by the possessor. Each stone releases a 15-foot-radius burst of energy or shrapnel that deals 10d6 points of damage, or half damage if a Reflex save (DC 18) succeeds.

- Stone of Acid Rain: This stone releases a burst of acid.
- Stone of Earth: This stone releases a burst of stony shards that deals slashing damage.
- Stone of Fire: This stone releases a burst of fire.
- Stone of Hail: This stone releases a burst of cold.
- Stone of Lightning: This stone releases a burst of electricity.
- Stone of Thunder: This stone releases a burst of sonic energy.

Once all six stones are thrown, the six-demon bag loses all of its magic properties.

Cost: \$134,000

SPECTACLES OF SPEED READING

These octagonal-framed spectacles resemble ordinary reading glasses, but they have been enchanted with a version of the bibliolalia ritual incantation. While wearing these glasses, a character increases her reading speed to 10 pages per minute (or reduces required reading time to 20% of the listed time) and, for the 30 minutes following the completion of a book, has perfect recall of everything she read. After that, she must make a Knowledge check (DC = one-fifth of the book's page count) to remember more than general information.

Cost: \$ 500,000

STAMPS OF DELIVERY

Normally found in books of six, stamps of delivery are large, ornate postage stamps bearing the image of the Greek god Hermes. A letter or package weighing no more than 5 pounds that bears a stamp of delivery will instantly transport to the address listed on the label (arriving at the appropriate mail slot, box, or in front of the main door if there isn't one). The stamp of delivery can be placed on any object (within the target weight), as long as it has the target address labeled somewhere on its surface.

If successfully delivered, the stamp of delivery bears an illegible but visible postmark and cannot be used again. If the address is incorrect but actually exists, the package will deliver itself to that location. If the address labeled on the package does not exist, the package will not transport and the stamp of delivery will be rendered useless.

Cost: \$ 10,000

Weight: —.

STICK OF PASSES

This small usb stick when carried somewhere on your body will automatically enter your user name and password into any computer system with which you are physically interacting with. You must be

MAGIC ITEMS

touching the computer system with your skin, ie hands on a keyboard or mouse. If you are wearing gloves it will not work.

If you enter a site for which you have no credentials when you go to the create account page a username and password will automatically be created for you.

The information on the usb stick can be backed up to a computer so that you do not lose your passwords should you lose the usb stick.

The backed up information can only be downloaded onto the same or another Stick of Passes. A Stick of Passes is attuned to the person who first uses it and obtaining someone else's Stick of Passes will not allow you to log in using their credentials; it will simply not function. Saying an activation word will wipe a Stick and attune it to you.

Cost: \$ 100,000

Weight: —.

TEMPUS FUGIT WATCH

The tempus fugit watch is an antique gold pocket watch with numerous hands that do not seem to conform to the standard array of hours, minutes, and seconds. It uses long-forgotten and extremely powerful magic to stop time for a short while while enabling its wearer to move about freely. These watches are only found, as the secret of their manufacture has been lost.

Once per day, the tempus fugit watch can make time cease to flow for everyone but the wearer. In reality, the wearer speeds up so greatly that all other creatures seem frozen, though they are moving at their regular speed. The wearer is free to act for 1d4+1 rounds of apparent time. While the time stop is in effect, other creatures are invulnerable to the wearer's attacks and spells. A spell that affects an area and has a duration longer than the remaining duration of the time stop, will have their normal effects on other creatures once the time-stopping effect ends. Normal and magical fire, cold, gas, and

the like can still harm the wearer during the time stop. The wearer cannot move or harm items held, carried, or worn by a creature stuck in normal time, but the wearer can affect any item that is not in another creature's possession. The wearer is not detectable while the effect lasts.

There is a 1% chance per use that the watch ceases to function after its use. Once it ceases to function, the watch cannot be repaired.

Cost: \$137,000

Weight: —.

TIE OF METAL INVISIBILITY

This is a thin flexible tie similar to those used to secure toys to their packaging. When tied around a metal object and the other end tied around a body part (it must be touching the skin to function) the metal object is undetectable by metal detectors or body scanning machines. The tie does not change the appearance of the metal item so it can still be seen or felt during a physical examination.

Cost: \$117,000

TRANSLATOR'S EARPIECE

This tiny molded earpiece (which requires a successful Perception check, DC 20, to notice) lets the wearer speak and understand the language of any intelligent creature, whether it is a racial tongue or regional dialect (as per the tongues spell, albeit continuously). It does not allow the wearer to understand or transcribe written foreign languages.

Cost: \$ 9,000

Weight: —.

TRENCH COAT OF USEFUL ITEMS

This appears to be an unremarkable black trench coat, but a character who dons it notes that it is adorned with small cloth patches in various shapes.

MAGIC ITEMS

Only the wearer of trench coat can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A trench coat of useful items always has each of the following patches:

- Flashlight, standard
- Knife
- Multipurpose tool
- Duct tape
- 150-foot-long rope
- Bolt cutter

In addition, the trench coat has 2d6+4 other items, determined by rolling on the table below.

d 100	Result
01–08	Bundle of cash (\$2000)
09–15	Loaded flare gun (with 3 extra rounds)
16–22	Gas mask (with an extra filter canister)
23–30	Night vision goggles
31–44	24-foot-long metal ladder
45–51	Mountain bike
52–59	Steel handcuffs
60–68	Portable generator (with full tank of gas)
69–75	Fire extinguisher
76–83	Small bag of jewels (\$4000)
84–90	Cell phone (connects to any cellular network and works for 8 hours before becoming useless)
91–96	First aid kit
97–00	Roll twice more, ignoring results of 97–00

Cost: \$70,000

Weight: 1 lb.

TRUNK OF MASKING

Whenever this trunk is opened, it creates a powerful illusion to conceal its true contents. The owner decides what the trunk appears to contain, and its contents seem real in every respect. Illusory items can be removed, handled, and manipulated. However, illusory tools provide no benefits to their

users, and illusory items disappear if taken more than 30 feet from the vehicle.

Gleaning the true contents of the trunk requires a true seeing spell or similar magic. Creatures that suspect the presence of an illusion are entitled to a Will save (DC 16) to disbelieve it; if the save succeeds, they can perceive the true contents of the trunk of masking.

Cost: \$30,000

UMBRELLA OF FEATHER FALLING

If this umbrella is open; the user can jump from any height, and drift to the ground as though affected by a feather fall spell. The umbrella does not function if it is not open, although the user can attempt to do so while falling by succeeding at a Dexterity check (DC 10), taking no damage if successful. Failure indicates that the umbrella does not open in time, and the user takes the full damage from the fall.

Cost: \$ 22,000

Weight: 2 lb

UNIVERSAL ID

This blank piece of plastic is the size of a credit card and can transform into any form of ID on command, including photo, holographic imprints, and watermarks (as per the magic ID spell).

It does not create a magnetic strip or other form of non-visual information. The card must be held by the user for the image to be changed.

Cost: \$29,000

VIDEO CAMERA OF TRUE SEEING

This video camera is covered in runes and sigils. In addition to operating like a normal HD digital video camera, it is also capable of recording things unseen by normal eyes, as if through the true seeing spell.

MAGIC ITEMS

The camera records invisible beings as well as the actual form of Shadow creatures with perfect clarity.

Cost: \$ 750,000

Weight: 2 lb

WATCH OF SPEED

This modern looking wristwatch improves the wearer's concept of time, granting a +2 bonus on initiative checks.

Cost: \$22,000

WINDBREAKER OF RESISTANCE

This garment offers magic protection in the form of a +2 resistance bonus on all saving throws.

Cost: \$27,000

Weight: 1 lb.

ZEPHYR TIRES

Zephyr tires (sold in sets of two or four) are emblazoned with large white wings on the side. When placed on any car, van, or motorcycle (they resize to fit any of these vehicles), they allow the vehicle to fly.

Once per day, the vehicle's driver can command the vehicle to fly. While flying, the vehicle follows all the normal rules for piloting a flying vehicle, but otherwise retains the same speed, initiative, and other statistics. The vehicle can maintain flight for 10 rounds. When performing aerial stunts, the driver makes Profession (Pilot) checks instead of Profession (Driver) checks. Should the effect's duration expire while the vehicle is still aloft, the magic fails slowly. The vehicle drops 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the remaining distance.

Cost: \$ 32,000

Weight: 100 lb.

ARTIFACTS

CAESAR'S SHIELD

This is the shield that Julius Caesar carried with him from Britain to Egypt and back to Rome. The shield is said to have disappeared at roughly the same time Caesar was slain by ambitious senators. It has reportedly surfaced from time to time, appearing on auction blocks and being alternately decried as a forgery and contested in bidding wars more savage than any of Caesar's campaigns.

This +3 large shield, emblazoned with the image of a roaring lion's head, allows the bearer to wield any weapon as though he was proficient in its use. It also grants whatever weapon its bearer uses a +3 enhancement bonus. The bearer has damage reduction 10/magic while grasping Caesar's shield as well.

Type: Artifact (major)

Weight: 15 lb.

CRESCENT OF THE MOON

Legend says that the stone blade of this ancient scythe is carved from rock that came from the moon. Given the age of the specimen, this seems patently impossible, but its previous owners have been unwilling to submit the crescent to scientific examination. Experts estimate that it was made during the early iron age, though why one would make a stone blade when metal ones were widely available, no one can say. The crescent has a long and colorful history as an object both desired and feared by pagan sects.

This +3 scythe, with images of the lunar cycle and baying wolves carved into its shaft, also has the quality of lycanthrope bane (gaining an additional +2 enhancement bonus and dealing an additional +2d6 points of damage to werewolves, wererats, and other lycanthropes).

MAGIC ITEMS

The crescent of the moon has other enchantments that activate only during specific phases of the lunar cycle. The following effects are active only from dusk to dawn on the days in question:

New Moon: On the three nights of the new moon, the crescent grants its wielder the ability to recognize lycanthropes by sight regardless of their current form—humanoid, hybrid, or animal.

Waxing: During the period of time between new and full moon, the crescent grants its wielder darkvision out to a range of 60 feet.

Full Moon: On the three nights of the full moon, the crescent grants its wielder the ability to throw himself into a violent rage once per night. This rage lasts 1d4+3 rounds, and the wielder cannot choose to end it prematurely. Beginning a rage is a free action. In the rage, the wielder temporarily gains +4 Strength, +4 Constitution, and a +2 morale bonus on Will saves, but suffers a –2 penalty to AC. The increased Constitution increases the wielder's hit points by 2 per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, the wielder can take no action other than attacking; if there are no foes to attack, he must forfeit all actions until the rage has passed—he does not have to attack his friends. At the end of the rage, the wielder is fatigued (–2 to Strength, –2 to Dexterity, can't charge or run) for 1d4+3 rounds. The wielder may only fly into a rage during his action, not in response to somebody else's action.

Waning: During the period of time between full and new moon, the crescent grants its wielder the scent special quality.

Type: Artifact (minor)

Weight: 12 lb.

CUP OF CURING

The origins of this gold chalice, crafted in intricate baroque patters and encrusted with dozens of jewels, are as mysterious as its powers. At various times in history, the cup has been an object of worship for nearly every major religion—indeed, there is evidence that its possession has precipitated innumerable wars.

Any liquid drunk from the cup takes on amazing curative powers. One swallow cures all diseases, blindness, deafness, hit point damage, and all temporary ability damage. It also neutralizes poisons in the drinker's system (so that no additional damage or effects are suffered) and cures mental disorders caused by spells or injury to the brain.

A second swallow in the same sitting removes negative levels and restores permanently drained levels and ability scores.

A third swallow grants the drinker a +5 bonus on saving throws, attack rolls, and skill checks for one day.

A fourth swallow causes the drinker to glow with a brilliant white light. One round later, as the light grows brighter, anyone looking at the person must succeed at a Fortitude save (DC 25) or be struck blind for 2d6 minutes. On the next round, the drinker's body is completely consumed as the light flares—anyone still watching must succeed at a Fortitude save (DC 35) or be struck permanently blind. The following round the light ceases, and the cup of curing disappears along with any trace of the greedy drinker. No spell can divine where the cup goes or when it will surface again.

A character may drink from the cup on up to five different occasions. The sixth time, he immediately suffers consequences identical to drinking four times in a sitting.

Drinking from the cup is a move action that provokes attacks of opportunity.

Type: Artifact (major)

Weight: 3 lb.

MAGIC ITEMS

DAGGER OF ETERNAL UNREST

The curved, black blade of this dagger leads into a hilt inlaid with human bones ending in a large black onyx gem. It is a relic formerly used by a cult that performed ritual sacrifices then brought their victims back from the grave as the walking undead. The dagger has a +3 enhancement bonus plus a secondary enchantment.

Three times per day, if the dagger is used in a successful coup de grace, the wielder may choose to have the blade cast animate dead on the victim. This creates a zombie under the control of the dagger's wielder. If the dagger changes hands, so too does the zombie's loyalty.

Type: Artifact (major)

Weight: 1 lb.

HOUDINI'S WATCH FOB

This short length of gold chain with a belt clip on one end and a wooden fetish at the other once belonged to the famed stage magician Harry Houdini. The fetish is a crude, tiny carving of a human figure with strange glyphs gouged into its chest and back. Houdini, it is said, was never seen without this fob hooked to his belt—never, that is, except for the night that he died.

In the intervening years, the fob has passed through the hands of several collectors, all of whom swear that they will give the artifact a permanent home. Each owner, though, has fallen on hard times, passed away, or come to a particularly valid reason to sell the item less than a year after taking possession. The fob, it seems, does not want to stay in one place.

Anyone wearing the fob gains a +3 luck bonus on Reflex saves, as well as a +6 luck bonus on Acrobatics, Bluff, Climb, Disguise, Escape Artist, and Stealth checks. Furthermore, the fob grants the wearer the Improved Initiative feat.

Type: Artifact (minor)

Weight: —.

INDEX OF ALEXANDRIA

There are four copies of this large, leather-bound, illuminated tome believed to exist (although rumors perpetually circulate about more). They represent the life's work of a monk identified only as Ranald de St. Augustine (exactly which site named for St. Augustine remains unclear). They are Latin translations of a series of Greek scrolls attributed to Aristarchus of Samothrace—the last known librarian of the Great Library of Alexandria—that purport to be a complete index to the 40,000 volumes housed in that legendary temple to knowledge.

Reading the Index takes 40 days (which do not have to occur in a row). At the end of each day, the reader must make a Linguistics check (DC 30) or that day's effort is lost.

Upon completing the book, the reader gains +4 Intelligence, +2 Wisdom, and a +3 bonus on all Knowledge checks.

After completely reading the book, a person may return to the volume to try to glean specific information or insight on matters of ancient history, languages and translation, various sciences, theology, and philosophy. (It is up to the GM to decide whether or not a specific subject falls into one or more of these categories.) This requires 2d6 hours and a successful Knowledge check (DC 25).

Type: Artifact (major)

Weight: 30 lb.



Factions



The following factions are acceptable to use with any of the modern magic settings.

FACTIONS

FACTIONS

The following factions are acceptable to use with any of the modern magic settings.

DEPARTMENT OF ESOTERIC RESEARCH



Since the 1950s, various branches of international governments have been experimenting with different permutations of and uses for mystical powers. From attempts to create "invisible" spies, to the army's experiments using arcane pharmaceuticals, to investigations into spiritual healing, they've all come up with nothing.

Or have they?

What the public does not know is that all the information (and many of the personnel) from these different attempts have all been transferred to a secret organization whose existence is buried. The Department of Esoteric Research has been working behind the scenes for several decades.

GOAL

The Department of Esoteric Research's charter is protection from international supernatural threats.

TRAITS

Members of the Department of Esoteric Research faction can take the following campaign traits at character creation

ARCANA INSIGHT

You have insight of the arcane

Benefit: Choose any one spellcaster spell. You may cast that spell once per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st. The spell-like ability's Save DC is Intelligence-based.

AURA OF PROTECTION

You know how to keep the supernatural at bay

Benefit: When casting a spell from an Abjuration school, you are at +1 caster level.

REVEAL THE UNSEEN

You can see into the ethereal plane

Benefit: You can attempt to locate ethereal creature as though they are still considered invisible.



FACTIONS

ENLIGHTENMENT



A classic conspiratorial organization whose members all belong to the highest level of international high society, the Enlightenment desires nothing short of global domination. In fact, the world at large is completely unaware of the Enlightenment's existence. One thing that sets the Enlightenment apart from other global cartels is its belief in supernatural abilities. The organization hires individuals with supernatural gifts from around the globe, and builds complex strategies based on the use of the powers of the supernatural.

GOAL

The Enlightenment's ultimate goal is to create an industrious but content world population with a strong work ethic, who leave the elite to make the decisions (and reap the rewards). To the Enlightenment, money and power are the ultimate measure of a person's worth and can never reach a level of excess.

TRAITS

Members of The Enlightenment faction can take the following campaign traits at character creation.

ARCANA INSIGHT

You have insight of the arcane

Benefit: Choose any one spellcaster spell. You may cast that spell once per day as a spell-like ability. This

spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st. The spell-like ability's Save DC is Intelligence-based.

AURA OF CONTROL

You are the man in charge

Benefit: When casting a spell from an Enchantment school, you are at +1 caster level.

POWER AND UNDERSTANDING

You know to forcibly impose your will

Benefit: You gain a +1 trait bonus on Intimidate and Sense Motive checks.



FACTIONS

KEEPERS



The Keepers have an understanding that spans an ancient knowledge that staves off the use of technological amenities. Not to say a keeper can't drive a car, or use a phone... but a keeper relies on the ways of old.

PREREQUISITES

The difficulty "Old Soul"

GOAL

In general, the Keepers will recruit beings that have learned how to use the skills from a more historical skill set. These heroes rely on cunning and swords rather than laptops and guns. Keepers know that the downfall of civilization will come from the increase of technology.

TRAITS

Members of the Keepers faction can take the following campaign traits at character creation.

ARCANA INSIGHT

You have insight of the arcane

Benefit: Choose any one spellcrafter spell. You may cast that spell once per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL

1st. The spell-like ability's Save DC is Intelligence-based.

AURA OF ARCANA

You know the secrets of magic

Benefit: When casting a spell from a choice school, you are at +1 caster level.

KEEPER OF TIME

You know the secrets of the ages

Benefit: You gain a +1 trait bonus Knowledge (arcane) and Knowledge (history) checks.



FACTIONS

ORDER OF LIFE



The Order of Life is a loose affiliation of organizations dedicated to fighting the spread of urban sprawl. Some groups are against deforestation, others are for the protection of wildlife, and still others simply pine for a simpler way of life, but all of them have at their heart a desire to see nature preserved.

GOAL

The Order of Life is an organization in only the loosest sense of the word. Many presume this is because of the logistical nightmare in getting different special interest groups to agree on agendas and action plans. However, it has just as much to do with the fact that the Order of Life lends equal support to even the most violently radical groups (provided their goals are sufficiently anti-industrial). The organization does not, though, actively promote any of the agendas of its member groups. Rather, the Order of Life provides logistical support and supply information to their members. They inform them of opportunities to promote their causes and keep them abreast of the actions of friend and foe alike. In fact, the thing that this organization does best is put like-minded individuals and groups together.

TRAITS

Members of the Order of Life faction can take the following campaign traits at character creation

AURA OF NATURE

You are one with nature

Benefit: When casting a spell from School of Conjuration, you are at +1 caster level.

CHILD OF NATURE

You have insight of the natural world and know how to survive in with it.

Benefit: You gain a +1 trait bonus on Knowledge (nature) and survival checks.

NATURE'S WARD

You have learned the secrets of nature that wards off attacks.

Benefit: As a standard action, you can recite a rite that affects individuals as if you were under the effect of a sanctuary spell (caster levels equal to 1/2 your Hit Dice + your Charisma modifier).



FACTIONS

PENTACO CORPORATION



Corporate conglomerates are common in the world of international finance. Companies that exist merely because they own other companies span national and even magical borders. But none of them is as far reaching as the Pentaco Corporation.

GOAL

The Pentaco Corporation has its fingers in nearly every pie there is. Even the most cursory research reveals that it owns companies that manufacture everything from paper products to televisions to civilian and military aircraft.

With the breadth of activity in the corporation, it is difficult to see any overarching plan or goal other than continuing to grow by adding more and more business arms to the company.

TRAITS

Members of the Pentaco Corporation faction can take the following campaign traits at character creation

ARCANA INSIGHT

You have insight of the arcane

Benefit: Choose any one spellcaster spell. You may cast that spell once per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st. The spell-like ability's Save DC is Intelligence-based.

ARCANA RESOLVE

You trained in resisting magic.

Benefit: You gain a +1 trait bonus saves versus one school of magic.

AURA OF ARCANA

A magical aura is unusually strong with you.

Benefit: When casting a spell from a choice school, you are at +1 caster level.



FACTIONS

TRIGOD DEATH CULT



The cult of Trigod is a religious sect that borrows from elements of monastic religions and occult Talents. The Trigod is the beginning, present and end... the creator, preserver and destroyer. Infinity existing within a singularity. Enlightenment; can only be achieved by unifying these three faces of the divine through the sacrifice of blood offerings. In truth all of this is a lie to deceive the weak willed followers. The cult recruits from the hopeless and lost souls of those on the verge of madness. The true master of Trigod is demonic forces that want only destruction

GOAL

To bring about the apocalypse, in the hope to purify humanity and ascend to an ultimate man-god union

TRAITS

Members of the Trigod Death Cult faction can take the following campaign traits at character creation.

ANGEL OF DEATH

You are able to drain the very life of an individual.

Benefit: Once per day, as a standard action, may drain 1 hit point from an individual, (Will save DC 10 + $\frac{1}{2}$ level + your Charisma modifier of the caster), and gain it as a temporary hit point. This is temporary hit point last for 1 minute.

CORRUPTION

You bring out the worst in people

Benefit: You can cause a creature to become more susceptible to corruption as a melee touch attack. Creatures touched take a -1 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for a number of rounds equal to $\frac{1}{2}$ your level (minimum 1). You can use this ability three times per day.

EVIL SPIRIT

You know the secrets of darker magic

Benefit: When casting a spell from a Necromancy school, you are at +1 caster level.



FACTIONS

WATCHERS



The origins of this Faction are rumored to have its roots in the fall out of the War in Heaven. After the fall, there were a few repent angels and they were given a pardon. As a result of their pardon they were bound to the Earth to watch over the affairs of humanity and their interaction with the supernatural.

Over the ages, this responsibility was imbued onto humanity in the hopes that humanity can regulate itself.

GOAL

In general, the Watchers will record supernatural events, creatures, and individuals, but not interfere, unless there is a un-balance of some sort.

TRAITS

Members of the Watcher faction can take the following campaign traits at character creation.

ARCANA RESOLVE

You trained in resisting magic.

Benefit: You gain a +1 trait bonus saves versus one school of magic.

LIBRARY OF CHRONICLES

A chronicle library of all the Watchers discoveries of the supernatural

Benefit: You gain a +1 trait bonus on Knowledge (Arcana) and Knowledge (Religion)

MENTOR

You are skilled in passing along knowledge of supernatural matters.

Benefit: If you have 4 or more ranks in any Knowledge skill, when you aid another with these skills, you grant a +4 bonus on the check you are aiding instead of the normal +2.



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ARCANE OF THE MIND

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