



THE ONMYOJI

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A JAPANESE OCCULT DIVINER

BRADLEY CROUCH



ROLEPLAYING GAME COMPATIBLE

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The Seven Lucky Gods
From left to right: Daikokuten, Bishamonten, Ebisu, Fukorokuju, Benzaiten, Hotei, Jurōjin

The Onmyōji - A Japanese Occult Diviner Interjection Games

THE ONMYŌJI

Onmyōdō can be best described as an occult tradition grounded in the natural world. To the onmyōji, practitioners of onmyōdō, the world is awash in spirits, some the souls of the ancestors, others spirits who tend to and guide the development of the natural world. Onmyōji are uniquely suited to act as an emissary to this world of spirits, taking their advice and applying it to the mortal world. This makes the onmyōji a powerful diviner, and having the favor of mighty spirits is itself a valuable asset when danger rears its ugly head.

Role: Through a personal bond with the spirits of the world, an onmyōji and his shikigami minion offer powerful area support through the use of special talismans, as well as the ability to petition for the aid of powerful spirits.

Alignment: Any.

Hit Die: d6

Starting Wealth: 2d6 x 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

The onmyōji's class skills are Bluff (Cha), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Linguistics (Int), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Str), Sense Motive (Wis), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.



Table: The Onmyōji



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spirit Pool Size	Prayers Known	Petitions Known
1st	+0	+0	+0	+2	Aid of the minor kami, lingering blessing, reach of the spirits, shikigami, spirit pool, talismans	Cha mod	2	0
2nd	+1	+0	+0	+3	Petition spirits	Cha mod	2	1
3rd	+1	+1	+1	+3	-	2 + Cha mod	3	1
4th	+2	+1	+1	+4	-	2 + Cha mod	3	2
5th	+2	+1	+1	+4	<i>Iron talismans</i>	2 + Cha mod	4	2
6th	+3	+2	+2	+5	-	4 + Cha mod	4	3
7th	+3	+2	+2	+5	<i>Spiritual beacon</i>	4 + Cha mod	5	3
8th	+4	+2	+2	+6	-	4 + Cha mod	5	4
9th	+4	+3	+3	+6	-	6 + Cha mod	6	4
10th	+5	+3	+3	+7	-	6 + Cha mod	6	5
11th	+5	+3	+3	+7	<i>Buffered talisman, spiritual beacon, greater</i>	6 + Cha mod	7	5
12th	+6/+1	+4	+4	+8	-	8 + Cha mod	7	6
13th	+6/+1	+4	+4	+8	<i>Lingering blessing, mass</i>	8 + Cha mod	8	6
14th	+7/+2	+4	+4	+9	-	8 + Cha mod	8	7
15th	+7/+2	+5	+5	+9	-	10 + Cha mod	9	7
16th	+8/+3	+5	+5	+10	-	10 + Cha mod	9	8
17th	+8/+3	+5	+5	+10	<i>Spiritual talisman</i>	10 + Cha mod	10	8
18th	+9/+4	+6	+6	+11	-	12 + Cha mod	10	9
19th	+9/+4	+6	+6	+11	-	12 + Cha mod	11	9
20th	+10/+5	+6	+6	+12	<i>O-fudamori</i>	12 + Cha mod	11	10

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The following are all class features of the onmyōji.

Weapon Proficiency: The onmyōji is proficient with all simple weapons, the kukri, the double chicken saber, the tonfa, the monk's spade, and the naginata.

Armor and Shield Proficiency: Onmyōji are not proficient with any kind of armor, but are proficient with shields, but not tower shields. If wearing armor or using a shield with which he is not proficient, the spirit point cost of the onmyōji's petitions increases by +1 and the duration of his talismans is reduced by half.

Aid of the Minor Kami (Sp): Just as an onmyōji is the spirit world's envoy to the realm of mortals, the onmyōji uses his shikigami's connections with the minor spirits of the spirit world to receive their aid without the need to petition them formally. Each morning when he replenishes his spirit pool, the onmyōji selects two wizard cantrips and two cleric orisons. He retains knowledge of the chosen spells until the next time he uses this ability, at which point he promptly forgets them before choosing a new set of orisons and cantrips. If the onmyōji is within 20 feet of his shikigami, he may cast any of the chosen spells at will with a caster level equal to his onmyōji level.

The range of this ability will scale with the Hit Dice of the shikigami, much like the "connection" abilities on the pet itself.

Shikigami

An onmyōji begins play with a shikigami, a kami that has been bound to his service that resides in an origami paper vessel. Full details for the onmyōji's shikigami begin on page 4.

If a shikigami is dismissed, lost, or dies, it can be replaced 1 week later through a specialized ritual that costs 200 gp per onmyōji level. The ritual takes 8 hours to complete.

Spirit Pool (Su): At 1st level, an onmyōji gains a pool of spirit points, a measure of his ability to petition the spirit realm for aid. The number of points in an onmyōji's spirit pool is equal to his Charisma modifier, plus an additional 2 for every three onmyōji levels he possesses.

By spending 1 point from his spirit pool, an onmyōji can do one of the following.

Reach of the Spirits: As a swift action, the onmyōji may increase his reach by 5 feet per onmyōji level for the purpose of placing talismans. This effect lasts for 1 round.

Lingering Blessing: As a swift action, the onmyōji may increase the remaining duration of a single talisman within 60 feet by 5 rounds. There is no limit to how high the remaining duration of a talisman can go in this fashion.

Iron Talismans: As a swift action, the onmyōji may increase the hardness of all active talismans within 60 feet by an amount equal to his Wisdom modifier. This is an enhancement bonus. This effect lasts for 1 round. An onmyōji must be at least 5th level to use this ability.

Spiritual Beacon: As a swift action, the onmyōji may increase the radius of a single o-fuda talisman within 60 feet by 5 feet. This is an enhancement bonus. This effect lasts for the duration of the talisman. An onmyōji must be at least 7th level to use this ability.

If the onmyōji is at least 14th level, he may increase the radius of two o-fuda talismans within 60 feet instead.

Buffered Talisman: As an immediate action, the onmyōji may grant a single active talisman temporary hit points equal to three times his Wisdom modifier. This effect lasts for the duration of the talisman. An onmyōji must be at least 11th level to use this ability.

By spending 2 points from his spirit pool, an onmyōji can do one of the following.

Spiritual Beacon, Greater: As a swift action, the onmyōji may increase the radius of a single o-fuda talisman within 60 feet by 10 feet. This is an enhancement bonus. This effect lasts for the duration of the talisman. An onmyōji must be at least 11th level to use this ability.

If the onmyōji is at least 16th level, he may increase the radius of two o-fuda talismans within 60 feet instead.

Lingering Blessing, Mass: As a swift action, the onmyōji may increase the remaining duration of all active talismans within 60 feet by 5 rounds. There is no limit to how high the remaining duration of a talisman can go in this fashion. An onmyōji must be at least 13th level to use this ability.

Spiritual Talisman: As a swift action, the next talisman the onmyōji places this round does not deduct from his daily uses of the talismans class feature. An onmyōji must be at least 17th level to use this ability.

O-fudamori: When placing an o-fuda talisman, the onmyōji may treat it as an omamori talisman for the purpose of its prayer. In all other respects, it is still an o-fuda talisman. This ability can only be used if the o-fuda's prayer is compatible with both o-fuda and omamori talismans. An onmyōji must be at least 20th level to use this ability.

The spirit pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.



Susano-o, brother of the sun goddess Amaterasu and one of Japan's four major storm gods

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Talismans (Su)

Onmyōji are known for their connection with the spirits that populate the world, and one of the most iconic interactions with them is the manufacture of talismans fueled by the supernatural power of these spirits. Talismans are small tokens, usually made of cloth, paper, or wood, that have been decorated with glyphs showing the provenance of its source of power, and filled with one or more prayers that give that power direction.

An onmyōji begins play with two prayers for which he meets all of the prerequisites. (See Section: Onmyoji Prayers) At 3rd level and every two onmyōji levels thereafter, he gains an additional prayer for which he meets all of the prerequisites.

Talismans come in two flavors: o-fuda and omamori.

When placing a talisman (see the individual listings for o-fuda and omamori talismans), the onmyōji selects a single prayer that he knows that is compatible with the chosen type of talisman. For its duration, the talisman elicits the chosen prayer's effect.

To place a talisman, an onmyōji must have one hand free and a Wisdom score equal to at least $10 + \frac{1}{2}$ the minimum level of the prayer added to the talisman. Each day, an onmyōji can place a number of talismans equal to his onmyōji level + his Wisdom modifier.

Both o-fuda and omamori talismans never allow saving throws. A talisman of any kind has hardness equal to the onmyōji's Wisdom modifier and hit points equal to three times the onmyōji's class level. Melee attacks made against an o-fuda talisman are automatically successful, while melee attacks made against an omamori talisman are automatically successful if the subject of the talisman is willing to have its talisman struck; otherwise, the attack is made against the touch AC of the subject +2. Ranged attacks are made against an AC of 9 if the target is an o-fuda talisman or an omamori talisman worn by a willing subject, or made against the touch AC of the subject +2 if the subject is unwilling.

O-fuda talismans take damage from area of effect abilities, such as the *fireball* spell, as normal, while omamori talismans only take damage from area of effect abilities if the subject either rolls a natural "1" on his saving throw or intentionally fails its saving throw.

If a talisman is reduced to 0 hit points, it is destroyed and its effects end immediately; otherwise, a talisman has a duration of 3 rounds + 1 round per onmyōji level.



O-fuda: O-fuda talismans were originally designed to ward entire households at once, keeping out evil spirits and bad luck, or promoting fortune and cheer within its boundaries. Taken out of its traditional home and made a tool for the adventuring onmyōji, o-fuda talismans are the gold standard for area warding. When an o-fuda talisman is placed on a solid surface in an unoccupied 5-foot square the onmyōji threatens, a standard action, it affects a 10-foot radius centered on the talisman. Once placed, an o-fuda becomes affixed to that surface and cannot be moved unless it is destroyed or its duration ends.

Omamori: Omamori talismans were originally designed for personal protection, and this translates well to the adventuring profession. When an omamori talisman is placed on a creature occupying a square the onmyōji threatens, a standard action, it affects just that creature. If the creature is not a willing recipient, then the onmyōji must make a melee touch attack. If successful, the talisman is affixed to the subject and cannot be removed unless it is destroyed or its duration ends. A failed melee touch attack provokes attacks of opportunity, but does not consume a daily talisman use.

Petition Spirits (Su): An onmyōji enjoys a solid rapport with the spirit world. The various kami know the onmyōji's name, and many are willing to render assistance when asked respectfully and with appropriate ritual. At 2nd level and every two onmyōji levels thereafter, the onmyōji selects one petition for which he meets all the prerequisites. Unless stated otherwise, an onmyōji cannot select an individual petition more than once.

To use a petition, an onmyōji must have a Charisma score equal to at least $10 + \frac{1}{2}$ minimum level of that petition.

The Difficulty Class (DC) for a saving throw against an onmyōji's petition is $10 + \frac{1}{2}$ the onmyōji's class level + the onmyōji's Charisma modifier.



(Left and above): **Amaterasu** emerging from Ama-no-Iwato (the "Heavenly Rock Cave"), returning sunlight to the world

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SHIKIGAMI

A shikigami is a kami, usually summoned by and bound to an onmyōji, inhabiting lavishly-folded origami paper as an anchor to the physical world. Though a spirit, a shikigami's paper vessel is what allows it to interact with the world at large, and is considered a construct for the purpose of effects that depend on its type. A shikigami's Hit Dice, base attack bonus, and base save bonuses are dependent upon its master's onmyōji level, and the progression of these quantities as it relates to its master's onmyōji level is given on Table: The Shikigami.

A shikigami is a Tiny Construct with a Strength score of 6, a Dexterity score as listed on the table below, no Constitution score, and a score of 10 in Intelligence, Wisdom, and Charisma. It has a base land speed of 20 feet, a fly speed of 30 feet with perfect maneuverability, and a natural slam attack. A shikigami cannot also function as a familiar.

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

If a shikigami is dismissed, lost, or dies, it can be replaced 1 week later through a specialized ritual that costs 200 gp per onmyōji level. The ritual takes 8 hours to complete.



Table: The Shikigami



Master's Class Level	HD	BAB	Fort Save	Reflex Save	Will Save	Skills	Feats	Dex	Special
1st	1	+1	+0	+0	+0	2	1	14	Linked endurance, origami form, share talismans, speak with master, spirit pool
2nd	1	+1	+0	+0	+0	2	1	14	Powerful bond
3rd	2	+2	+0	+0	+0	4	1	14	-
4th	2	+2	+0	+0	+0	4	1	14	-
5th	3	+3	+1	+1	+1	6	2	14	Improved evasion
6th	3	+3	+1	+1	+1	6	2	14	-
7th	4	+4	+1	+1	+1	8	2	15	-
8th	4	+4	+1	+1	+1	8	2	15	-
9th	5	+5	+1	+1	+1	10	3	15	Bulky spirit - +1
10th	5	+5	+1	+1	+1	10	3	15	-
11th	6	+6	+2	+2	+2	12	3	15	-
12th	6	+6	+2	+2	+2	12	3	15	-
13th	7	+7	+2	+2	+2	14	4	15	-
14th	7	+7	+2	+2	+2	14	4	15	-
15th	8	+8	+2	+2	+2	16	4	16	Bulky spirit - +2
16th	8	+8	+2	+2	+2	16	4	16	-
17th	9	+9	+3	+3	+3	18	5	16	-
18th	9	+9	+3	+3	+3	18	5	16	-
19th	10	+10	+3	+3	+3	20	5	16	-
20th	10	+10	+3	+3	+3	20	5	16	-

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Master's Class Level: This is the character's onmyōji level.

HD: This is the total number of 10-sided (d10) Hit Dice the shikigami possesses. As a shikigami is a construct, it does not gain a Constitution modifier.

BAB: This is the shikigami's base attack bonus. A shikigami's base attack bonus is equal to its Hit Dice. Shikigami do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort Save: This is the shikigami's base Fortitude saving throw modifier.

Reflex Save: This is the shikigami's base Reflex saving throw modifier.

Will Save: This is the shikigami's base Will saving throw modifier.

Skills: This lists the shikigami's total skill ranks. A shikigami can assign skill ranks to any skill, but it may not have the necessary appendages to use some skills. A shikigami receives a number of skill ranks equal to 2 + its Intelligence modifier per HD. A shikigami cannot have more ranks in a skill than it has Hit Dice. Shikigami skill ranks are set once chosen, but can be reassigned if a shikigami is lost or dismissed and a new one is bound to the onmyōji.

The shikigami's class skills are Escape Artist (Dex), Fly (Dex), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion), (Int), Perception (Wis), and Stealth (Dex).

Feats: This is the total number of feats possessed by a shikigami. Shikigami can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Shikigami feats are set once chosen, but can be reassigned if a shikigami is lost or dismissed and a new one is bound to the onmyōji.

Dex: This is the shikigami's Dexterity score.

Special: This includes a number of abilities gained by all shikigami as they increase in power. Each of these bonuses is described below.

Linked Endurance (Su): If within 20 feet of its master, a shikigami gains hardness equal to its master's Wisdom modifier.

Origami Form (Ex): A shikigami is held in an origami shell that is made to look like a type of animal. A shikigami can be made to look like any kind of familiar, but is always Tiny regardless of the size of the thing it is made to look like. If within 20 feet of its master, a shikigami grants its master the same bonus a wizard gets for having a familiar of that type. In addition, the shikigami has the natural attacks of the creature whose shape into which it is folded.

Share Talismans (Su): If within 20 feet of its master, a shikigami may place talismans, using any prayer that its master knows. Talismans placed in this fashion deduct from the onmyōji's daily allotment. Further, their duration is based on the shikigami's Hit Dice rather than the onmyōji's class level; all other effects are based on the onmyōji's class level.

Speak with Master (Ex): A shikigami and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Spirit Pool (Su): Itself a spiritual being, a shikigami has a pool of spirit points, a measure of its ability to influence the world in strange and miraculous ways. The number of points in a shikigami's spirit pool is equal to the number of Hit Dice it possesses.

A shikigami may use any spirit pool ability, such as *iron talismans*, that its master knows, but can only affect talismans it has placed itself.

The spirit pool is replenished whenever its master's spirit pool is replenished.

Powerful Bond (Ex): If the master is 2nd level or higher, the range of the shikigami's linked endurance, origami form, and share talisman abilities, as well as its master's aid of the minor kami class feature, increases by +5 feet for every Hit Die the shikigami possesses beyond the first.

Improved Evasion (Ex): If the master is 5th level or higher, when subjected to an attack that normally allows a Reflex saving throw for half damage, a shikigami takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Bulky Spirit (Ex): If the master is 9th level or higher, treat the shikigami as though it were one size category larger for the purpose of bonus hit points granted to a construct based on its size. If the master is 15th level or higher, treat the shikigami as though it were two size categories larger instead.

Table: Construct Bonus Hit Points by Size

Construct Size	Bonus Hit Points
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

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Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have onmyōji as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – Add +1/3 of a round to the duration added to talismans by the lingering blessing and lingering blessing, mass spirit pool abilities.

Drow – Add +1/3 to size of the onmyōji's spirit pool.

Dwarf – Add +1/2 to the shikigami's hardness.

Elf – The onmyōji's shikigami adds +1/6 of a bonus feat. It must meet all of the prerequisites of this bonus feat. If the shikigami is lost, destroyed, or dismissed, its replacement gains this benefit.

Gnome – Every 5 times this bonus is selected, choose a petition. Whenever the onmyōji uses the chosen petition, if his shikigami is within 60 feet, he heals the shikigami for points of damage equal to his Charisma modifier.

Half-elf – Add +1/6 of a bonus feat. The onmyōji must meet all of the prerequisites of this bonus feat.

Halfling – Add +1/4 to initiative checks when within arm's reach of the shikigami.

Half-orc – Every 3 times this bonus is selected, successfully placing an omamori on an unwilling creature deals 1 point of bleed damage. This damage stacks with other bleed effects.

Hobgoblin – Add +2 to the hit points of talismans placed by the onmyōji.

Human – Every 7 times this bonus is selected, add +5 feet to the radius of effect of the onmyōji's o-fuda talismans.

Kobold – Add +1/3 to the number of talismans the onmyōji can place daily.

Orc – Every 3 times this bonus is selected, successfully placing an omamori on an unwilling creature deals 1 point of bleed damage. This damage stacks with other bleed effects.

Puddling – Add +1/6 to both the size of the onmyōji's spirit pool and the number of talismans he can place daily.

Tiefling – Creatures who damage a talisman under the effects of the iron talismans spirit pool ability in melee take damage equal to half the number of times this favored class bonus has been selected.

FEATS

ONMYŌJI FEATS

Aid of the Arcane

Your shikigami is fairly popular among the kami responsible for tending the world's arcane weave. Harnessing this unexpected aid, you find yourself capable of tapping deeper into this weave than can the average onmyōji.

Prerequisite: Aid of the minor kami class feature

Benefit: Your aid of the minor kami class feature allows you to select an additional wizard cantrip whenever you replenish your spirit pool.

In addition, you may cast *magic missile* 1/day as a spell-like ability with a caster level equal to your onmyōji level.

Normal: The aid of the minor kami class feature grants knowledge of two wizard cantrips and two cleric orisons.

Aid of the Earth

Every rock, every tree, and every blade of grass has its own attendant spirit. Your shikigami knows most of them by name. This happy coincidence allows you to draw upon the might of the earth itself, if in a fairly roundabout fashion.

Prerequisite: Aid of the minor kami class feature

Benefit: Your aid of the minor kami class feature allows you to select a druid orison whenever you replenish your spirit pool.

In addition, you may cast *create flame* 1/day as a spell-like ability with a caster level equal to your onmyōji level.

Normal: The aid of the minor kami class feature grants knowledge of two wizard cantrips and two cleric orisons.

Aid of the Minor Deity

A fair number of kami become their own distinct entity in the minds of mortals. The god of a local hot spring, locally notable, but regionally unimportant, is a prime example.

Prerequisite: Aid of the minor kami class feature

Benefit: Your aid of the minor kami class feature allows you to select an additional cleric orison whenever you replenish your spirit pool.

In addition, you may cast *cure light wounds* 1/day as a spell-like ability with a caster level equal to your onmyōji level.

Normal: The aid of the minor kami class feature grants knowledge of two wizard cantrips and two cleric orisons.

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Aid of the Minstrel

Being immortal creatures, many kami pick up an art of some sort to while away the time. A minor spirit responsible for making sure the grass in a single small field grows properly may take up weaving little baskets from blades of grass, while others take up music. Your shikigami is familiar with many such minor kami, and their skills are yours for the asking.

Prerequisite: Aid of the minor kami class feature

Benefit: Your aid of the minor kami class feature allows you to select an additional bard cantrip whenever you replenish your spirit pool.

In addition, you may cast *charm person* 1/day as a spell-like ability with a caster level equal to your onmyōji level.

Normal: The aid of the minor kami class feature grants knowledge of two wizard cantrips and two cleric orisons.

Ally of the Kami

The kami like you, and tend to bend over backwards to ensure you stay safe.

Prerequisite: Extra Petition, spirit pool class feature

Benefit: The size of your spirit pool increases by +3.

Special: You can gain Ally of the Kami multiple times, but cannot gain Ally of the Kami more times than you have gained Extra Petition. Its effects stack.

Extra Aid

Your shikigami's connections with the minor kami of the spirit world are fairly extensive.

Prerequisite: Aid of the Arcane OR Aid of the Earth OR Aid of the Minor Deity OR Aid of the Minstrel

Benefit: You may cast each of the spell-like abilities granted by the Aid of the Arcane, Aid of the Earth, Aid of the Minor Deity, and Aid of the Minstrel feats an additional time per day.

Extra Petition

You have forged more relationships with powerful kami than your peers have.

Prerequisite: Petition spirits class feature

Benefit: You gain one additional petition. You must meet all of the prerequisites for this petition.

Special: You can gain Extra Petition multiple times.

Extra Prayer

You have been asked for many ridiculous talismans over the course of your career.

Prerequisite: Talismans class feature

Benefit: You gain one additional talisman prayer. You must meet all of the prerequisites for this talisman prayer.

Special: You can gain Extra Prayer multiple times.

Favored of the Great Kami

A powerful kami spirit has taken a shine to you for some reason, and it takes less asking to get her to help you.

Prerequisite: Petition spirits class feature

Benefit: Choose a single petition that you know. The spirit point cost of that petition is reduced by -1, to a minimum of 1.

Glowing Spirituality

It is easy for the kami to take notice of your actions when your soul glows like a lighthouse in the midst of a fog.

Prerequisite: Onmyōji level 10th, petition spirits class feature

Benefit: Choose an ability granted by the spirit pool class feature, such as *iron talismans*. Whenever you use that ability, you gain 1 temporary spirit point. This temporary spirit point lasts until the end of your turn.

Petition the Minor Kami

You are adept at formally leveraging your shikigami's connections.

Prerequisite: Gift of the arcane petition OR gift of the earth petition OR gift of the minor deity petition OR gift of the minstrel petition

Benefit: The first "gift" petition you use each day, gift of the arcane, gift of the earth, gift of the minor deity, or gift of the minstrel, has its spirit point cost set to 0.

Improved Shikigami

Though you may have outright captured it in a shell of paper, you care for your shikigami. After all, it's your most constant ally.

Prerequisite: Onmyōji level 8th, shikigami class feature

Benefit: Your shikigami gains a bonus feat. It must meet all of the prerequisites of this feat. If your shikigami is lost or dismissed, its replacement gains a bonus feat once it is bound to you.

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SHIKIGAMI FEATS

Bejeweled Spirit

You're one of those spirits who likes gold.

Prerequisite: Must be a shikigami

Benefit: You can wear an item in the neck slot.

Normal: A shikigami cannot wear or wield equipment.

Best Friends in High Places

The mortals have made a huge story out of that time Ame-no-Uzume-no-Mikoto danced in the nude to get Amaterasu to quit moping and come out of a cave. You were there, and it was hilarious!

Prerequisite: Friends in High Places

Benefit: Choose one petition that you know. The Difficulty Class of all saving throws called for by that petition increases by +2. In addition, you treat your effective onmyōji level as though it were +2 higher for the purpose of the chosen petition.

Bountiful Influence

You can maintain a link with your master at a greater range.

Prerequisite: Powerful bond ability

Benefit: Treat your Hit Dice as though it were +2 higher for the purpose of the powerful bond ability.

Exceptional Spirit

You are better, faster, or stronger than the average spirit.

Prerequisite: Must be a shikigami

Benefit: Choose an ability score other than Constitution. You gain a +2 insight bonus to the chosen ability score.

Special: You can gain Exceptional Spirit multiple times. Each time, choose a different ability score.



Daikokuten, conspicuously hammerless member of the Seven Lucky Gods

Friends in High Places

The onmyōji speaks of some kami as though they were gods. For you, that "god" is simply the old guy who lives down the block, and he owes you a favor.

Prerequisite: Spirit pool class feature, must be a shikigami, master must have the petition spirits class feature

Benefit: Choose one petition that your master knows. You may use this petition as though you were an onmyōji whose class level is equal to your Hit Dice. You do not need to meet the prerequisites of the petition.

Special: You may take this feat multiple times. Each time, choose a different petition that your master knows.



Raijin, god of lightning, thunder, and storms

Powerful Spirit

As a spirit yourself, your spirit pool is not a measure of how powerful your connection with the spirit world is, but how powerful you are yourself. Luckily for your onmyōji, you're kind of a big deal. Unluckily for yourself, you're not a big enough deal to have gotten out of being bound to a piece of paper in the first place.

Prerequisite: Spirit pool class feature, must be a shikigami

Benefit: The size of your spirit pool increases by +2. In addition, your maximum hit points increase by +2.

Special: You can take this feat multiple times. Its effects stack.

Selfish Spirit

Omamori are used to protect individuals, but the most important individual is yourself!

Prerequisite: Share talismans class feature, must be a shikigami

Benefit: Whenever you place an omamori on yourself, if you are within 20 feet + 5 feet/HD of your master, the duration of that omamori is based on your master's onmyōji level.

Normal: The duration of talismans you place is based on your Hit Dice.

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FRIENDSHIP FEATS

What are Friendship Feats?

Friendship feats represent a close relationship with one of the Seven Lucky Gods, Buddhist figures who have been assimilated into Japanese culture, sometimes with some fairly dramatic changes. Each of the Seven Lucky Gods has a representative petition, and an onmyōji may take the corresponding friendship feat to make that petition significantly more powerful. Beware, only one friendship feat can be taken at a time!

Friend of Benzaiten (Friendship)

You are an ally of the singer herself, and her song inspires greater confidence because of this.

Prerequisite: Onmyōji level 12th, know the *song of benzaiten* petition

Benefit: The *song of benzaiten* petition now increases all morale bonuses granted to the subject by +1.

Normal: The *song of benzaiten* petition increases the largest morale bonus granted to the subject by +1.

Special: You may only have one friendship feat.

Friend of Bishamonten (Friendship)

You are one of Bishamonten's favored spirit speakers, and he is willing to come to your aid at a greater capacity.

Prerequisite: Onmyōji level 14th, know the *bishamonten's fury* petition

Benefit: The *bishamonten's fury* petition now causes the subject to roll three times and take the best result for the first attack it makes each round.

Normal: The subject of *bishamonten's fury* rolls twice and takes the better result for the first attack it makes each round.

Special: You may only have one friendship feat.

Friend of Daikoku-ten (Friendship)

When you're friends with the guy with the hammer, every shopping trip is a nail.

Prerequisite: Onmyōji level 8th, know the *bounty of the magic mallet* petition

Benefit: Your first daily use of the bounty of the magic mallet petition costs 0 spirit points.

Special: You may only have one friendship feat.

Friend of Ebisu (Friendship)

There's always a bigger fish on one of Ebisu's lines, and he's one to share with his friends.

Prerequisite: Onmyōji level 12th, know the *ebisu's catch* petition

Benefit: The *ebisu's catch* petition now targets an unoccupied 10-foot square. The carp produced by this petition now occupies a 10-foot square.

Normal: The carp produced by the *ebisu's catch* petition occupies a 5-foot square.

Special: You may only have one friendship feat.

Friend of Fukurokuju (Friendship)

Though Fukurokuju has a monopoly on raising the dead, he's willing to do so with less pomp and ritual if it's for a friend.

Prerequisite: Onmyōji level 14th, know the *fukurokuju's call* petition

Benefit: The material components cost of the *fukurokuju's call* petition is reduced by half, to a cost of 2,500 gp.

Special: You may only have one friendship feat.

Friend of Hotei (Friendship)

Like Hotei, you have learned to protect your happiness with a good belly laugh.

Prerequisite: Onmyōji level 10th, know the *hotei's contentment* petition

Benefit: While holding a charge of the *hotei's contentment* petition, you are immune to fear.

Special: You may only have one friendship feat.

Friend of Jurōjin (Friendship)

Those who have known you for a number of years have begun to ask how you remain so remarkably well-preserved. The answer is simple: you befriended the right deity.

Prerequisite: Onmyōji level 16th, know the *longevity of jurōjin* petition

Benefit: The *longevity of jurōjin* petition now grants fast healing equal to your Wisdom modifier if the subject's hit point total is negative.

Special: You may only have one friendship feat.

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ONMYŌJI PETITIONS

A Thousand Defenders [force]

Requires: Onmyōji 6
Range: 30 ft.
Target: you
Casting Time: 1 standard action
Duration: 1 round/level
Cost: 2 Spirit Points

The onmyōji's cry for aid rings through the earth itself, calling up the spirits of fallen warriors, which manifest in spectral versions of the weapons they wielded in life. Creatures that begin their turn within 30 feet of the onmyōji take 1d8 + half the onmyōji's class level, rounded down, force damage with a Reflex save for half.

Advice of Kuebiko

Requires: Onmyōji 4
Range: personal
Target: you
Casting Time: 1 round
Duration: instantaneous
Cost: 2 Spirit Points
Material Components: Scented straw and clothing worth 25 gp

The scarecrow god Kuebiko is said to be wise and knowledgeable because he's outside all day, every day. For the same reason, Kuebiko is always in need of a new set of dry clothing. Clever onmyōji know that supplying the latter gets access to the former.

The onmyōji asks Kuebiko whether a particular action will bring good or bad results for him in the immediate future. Particularly convoluted questions are known to upset Kuebiko, and he may give a vague answer in return if somebody tries to get smart with him. When not annoyed, Kuebiko likes to answer simply and clearly with one of the following four responses.

- 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).

Though Kuebiko's wisdom is almost without parallel, even he can see into the future only about half an hour, so anything that might happen after that does not affect his answer. Thus, the result might not take into account the long-term consequences of a contemplated action. All queries sent to Kuebiko by the same person about the same topic elicit the same answer.



Fujin, god of winds and storms

Aegis of the Sworn Defender

Range: personal
Target: you
Casting Time: 1 immediate action
Duration: 1 round or until discharged, see text
Cost: 1 Spirit Point

A shield of pure spiritual energy springs up in front of the onmyōji, granting him temporary hit points equal to twice his onmyōji level. The next time the onmyōji takes damage, the shield absorbs what it can, then falters and vanishes, ending the petition immediately. If, while this petition is active, the onmyōji is dealt more damage from a single source than the number of temporary hit points granted by this petition, the spirit point cost of all petitions increases by +1 for 1 round.

Aid of the Functionaries

Requires: Onmyōji 6
Range: 60 ft.
Area: All creatures within a 60-ft. radius centered on you
Casting Time: 1 standard action
Duration: 1 minute/level
Cost: 1 Spirit Point

The onmyōji appeals to the spirits of the great functionaries and clerks of the past. Dozens of spectral inkpots, sheafs of parchment, and calligraphy pens appear in mid-air and go about recording every last detail of those in the area of the petition. For the duration of this petition, the onmyōji has access to information regarding the health of all creatures within 60 feet of him, as though they were under the effects of the status spell. The radius of this petition moves with the onmyōji.

Amaterasu's Brilliance

Requires: Onmyōji 12
Range: personal
Target: you
Casting Time: 1 standard action
Duration: 1 round/2 levels
Cost: 1 Spirit Point

The onmyōji glows with the blessing of the sun goddess herself. Creatures who begin their turn adjacent to the onmyōji are blinded for 1 round with a Fortitude save to negate.

Bishamonten's Fury

Requires: Onmyōji 8
Range: 60 ft.
Target: one willing creature
Casting Time: 1 standard action
Duration: 1 round/3 levels
Cost: 1 Spirit Point

The onmyōji appeals to Bishamonten, warrior-guardian of the Seven Lucky Gods. Accordingly, the subject's eyes begin to glow red with the influence of the great warrior himself, granting the subject a +2 morale bonus on attack rolls. In addition, the subject rolls twice and takes the better result for the first attack it makes each round.

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Bounty of the Magic Mallet

Requires: Onmyōji 8
Range: personal
Target: you
Casting Time: 1 standard action
Duration: permanent
Cost: 2 Spirit Points

Daikoku-ten, member of the Seven Lucky Gods, is associated with commerce and trade, as well as with owning a powerful "magic wishing mallet" that can simply swing at thin air and smack whatever it is he desires into being. This weapon has made him a household figure, and his favor can be quite powerful indeed.

A plaintive request to Daikoku-ten results in a spontaneously-generated pile of commercial goods. The onmyōji selects a single commercially-available, non-magical item with a market value of 25 gp or less for every three onmyōji levels he possesses. The selected items appear in the onmyōji's bags, in his open hands, at his feet in the space he occupies, or wherever makes the most sense at the time. He may consume or give away these objects freely, but should anyone attempt to sell or manufacture another object with an object produced in this manner, it vanishes immediately. Daikoku-ten demands that a fortune be made through effort, not by begging his hammer. Whenever an onmyōji uses this petition, all objects made by this petition the last time it was used vanish.

Consult the Calendar

Requires: Onmyōji 12
Range: 2 miles
Area: 2-mile radius centered on the onmyōji
Casting Time: 10 minutes
Duration: 1 day
Cost: 3 Spirit Points

The onmyōji changes the weather as the *control weather* spell. *Raijin's thunderclap* deals an additional point of damage per damage die within the bounds of this petition's area of effect.

Contentment of Hotei

Requires: Onmyōji 10
Range: personal
Target: you
Casting Time: 1 standard action
Duration: 1 hour or until discharged
Cost: 1 Spirit Point

The onmyōji appeals to Hotei, god of happiness, for help with being content with the world as it is. The next willing creature to rub the onmyōji's belly, a standard action that provokes attacks of opportunity, may immediately make a new saving throw against a single illusion effect affecting it. The rubbing creature chooses the illusion effect to contest in this manner. If this new saving throw is successful, the illusion effect ends immediately. The onmyōji may rub his own belly.

Ebisu's Catch

Requires: Onmyōji 10
Range: 60 ft.
Target: an unoccupied 5-foot square
Casting Time: 1 standard action
Duration: 1 round/2 levels
Cost: 2 Spirit Points

Ebisu, fisherman of the Seven Lucky Gods, always has an extra fish to lend to those in need. An enormous, flopping carp appears out of nowhere and lands in the designated 5-foot square. Once per round as a swift action, if the onmyōji is within range of the carp, he may direct the carp to flop into the air and land in a 5-foot square that is both within 20 feet of the carp and within 60 feet of the onmyōji. If another creature occupies this 5-foot square, the carp makes a combat maneuver check against that creature with a CMB equal to the onmyōji's class level + his Wisdom modifier. If the combat maneuver is successful, the creature occupying the 5-foot square takes 4d6 points of bludgeoning damage and is knocked prone. The carp makes a combat maneuver check, as detailed above, against creatures that begin their turn in a 5-foot square occupied by it.

Fūjin's Wake

Range: 30 ft.
Target: all allies in a 30-ft.-radius burst centered on the onmyōji
Casting Time: 1 standard action
Duration: 1 minute/level
Cost: 1 Spirit Point

A gust of wind from Fūjin's windbag grants all allies in the area of effect a +10-foot bonus to base land speed. This is an enhancement bonus. In addition, when an affected ally charges, it gets a bonus to its next damage roll made that round equal to half the onmyōji's class level. This bonus to base land speed increases by +5 feet for every five levels the onmyōji possesses.



Ebisu, fisherman of the Seven Lucky Gods

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Fukorokuju's Call

Requires: Onmyōji 14

Range: touch

Target: dead creature touched

Casting Time: 10 minutes

Duration: instantaneous

Cost: 4 Spirit Points

Material Components: Incense, silks, and powdered silver worth 5,000 gp

Though Jurōjin and Hotei are associated with longevity and happiness, respectively, Fukorokuju is associated with happiness, longevity, and wealth all at once, and is the only member of the Seven Lucky Gods who is known to be able to raise the dead. Accordingly, when an onmyōji needs help reattaching an eternal spirit to a mortal body, it is Fukorokuju and Fukorokuju alone who can help.

Petitioning Fukorokuju restores life to a deceased creature. This petition can raise a creature that has been dead for no longer than 1 week per onmyōji class level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the petition does not work.

Coming back from the dead is an ordeal. The subject of the petition gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the petition closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this petition. Constructs, elementals, outsiders, and undead creatures can't be raised. The petition cannot bring back a creature that has died of old age.



Gift of the Arcane

Requires: Aid of the Arcane, Onmyōji 4

Range: personal

Target: you

Casting Time: 1 minute

Duration: see text

Cost: 3 Spirit Points

The onmyōji formally petitions some of the lesser spirits who have long helped him informally thanks to his shikigami. Select a single 1st-level spell from the wizard spell list. The onmyōji gains the ability to cast this spell three times as a spell-like ability with a caster level equal to his onmyōji level. This petition lasts until the onmyōji performs his third casting of the chosen spell, until he replenishes his spirit point pool, or until he uses this petition again, whichever comes first.

At 11th level, the spirit point cost of this petition decreases by -1. This does not stack.

Gift of the Earth

Requires: Aid of the Earth, Onmyōji 4

Range: personal

Target: you

Casting Time: 1 minute

Duration: see text

Cost: 3 Spirit Points

The onmyōji formally petitions some of the lesser spirits who have long helped him informally thanks to his shikigami. Select a single 1st-level spell from the druid spell list. The onmyōji gains the ability to cast this spell three times as a spell-like ability with a caster level equal to his onmyōji level. This petition lasts until the onmyōji performs his third casting of the chosen spell, until he replenishes his spirit point pool, or until he uses this petition again, whichever comes first.

At 11th level, the spirit point cost of this petition decreases by -1. This does not stack.

Gift of the Minor Deity

Requires: Aid of the Minor Deity, Onmyōji 4

Range: personal

Target: you

Casting Time: 1 minute

Duration: see text

Cost: 3 Spirit Points

The onmyōji formally petitions some of the lesser spirits who have long helped him informally thanks to his shikigami. Select a single 1st-level spell from the cleric spell list. The onmyōji gains the ability to cast this spell three times as a spell-like ability with a caster level equal to his onmyōji level. This petition lasts until the onmyōji performs his third casting of the chosen spell, until he replenishes his spirit point pool, or until he uses this petition again, whichever comes first.

At 11th level, the spirit point cost of this petition decreases by -1. This does not stack.

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Gift of the Minstrel

Requires: Aid of the Minstrel, Onmyōji 4
Range: personal
Target: you
Casting Time: 1 minute
Duration: see text
Cost: 3 Spirit Points

The onmyōji formally petitions some of the lesser spirits who have long helped him informally thanks to his shikigami. Select a single 1st-level spell from the bard spell list. The onmyōji gains the ability to cast this spell three times as a spell-like ability with a caster level equal to his onmyōji level. This petition lasts until the onmyōji performs his third casting of the chosen spell, until he replenishes his spirit point pool, or until he uses this petition again, whichever comes first.

At 11th level, the spirit point cost of this petition decreases by -1. This does not stack.

Gifts Abound

Requires: *Any two of* - Gift of the Arcane, Gift of the Earth, Gift of the Minor Deity, Gift of the Minstrel, Onmyōji 10
Range: personal
Target: you
Casting Time: 1 minute
Duration: see text
Cost: 0 Spirit Points

Though it galls the kami who have so graciously given him their power, the onmyōji may request cooperation between the various groups of kami that give him aid. Given the spirit speaker's status among their people, the minor spirits reluctantly agree to work together.

When casting a spell-like ability granted by any of the following feats or petitions, Aid of the Arcane, gift of the arcane, Aid of the Earth, gift of the earth, Aid of the Minor Deity, gift of the minor deity, Aid of the Minstrel, or gift of the minstrel, he may expend a use of any other spell-like ability granted from an ability on the aforementioned list rather than expend a use of the spell-like ability he is actually casting. Each time the onmyōji consumes a use of another spell-like ability to power the one he is casting, there is a cumulative 10% chance that the kami quit cooperating and begin bickering and fighting instead. This does not affect the casting of the current spell-like ability, but the petition ends immediately after casting that spell. This petition may only be used once per day and lasts until the onmyōji refreshes his spirit point pool or until the kami quit cooperating and begin to bicker, whichever comes first.

If this petition is used by a shikigami, then the cumulative chance that the kami quit cooperating and begin bickering and fighting instead is reduced to 5%. This reflects the fact that the shikigami considers these minor kami to be personal friends, knows their quirks, and understands how to get them to sit around a table and cooperate for a longer period of time.

Kami of the MorningDew

Range: 60 ft.
Target: one willing creature
Casting Time: 1 standard action
Duration: 1 minute
Cost: 1 Spirit Point

The onmyōji asks for the aid of nearby nature spirits. A strange being, about the size of a child's doll and composed entirely of hovering dewdrops, appears in the space occupied by the subject. The next time the subject takes damage, the dew-being explodes in a spray of fine mist, healing that ally for 1d8 points of damage, plus an additional 1d8 points of damage for every two class levels the onmyōji possesses. After the dew-being explodes, this petition ends immediately. If the duration of the petition expires naturally, the dew-being explodes, healing the subject.

Kami's Vigilance

Requires: Onmyōji 12
Range: 60 ft.
Target: one extraplanar creature
Casting Time: 1 standard action
Duration: instantaneous
Cost: 2 Spirit Points

The kami have worked hard to get the world to work as nicely as it does, and have even gone so far as to assign spirits to individual pebbles to ensure that those pebbles continue being proper pebbles. As such, all the onmyōji need do to prompt a forced deportation is point out that something doesn't belong.

This petition forces an extraplanar creature back to its proper plane if it fails a Will save. If the petition is successful, the creature is instantly whisked away, but there is a 50% chance of actually sending the subject to a plane other than its own. Kami don't really care where the outsider goes, so long as it's no longer where they live.

Longevity of Jurōjin

Requires: Onmyōji 16
Range: 60 ft.
Target: one willing creature
Casting Time: 1 standard action
Duration: 1 round/2 levels
Cost: 2 Spirit Points

The onmyōji beseeches Jurōjin, god of longevity, for the blessing of long life. The shadow of the subject becomes that of a deer. The next time the subject would be killed by hit point damage, he instead falls into a kind of stasis, neither dead nor alive, but utterly lifeless to an outside observer. While in stasis, the subject is helpless and can be healed or take additional hit point damage as normal. When the petition ends, if the subject's hit point total is such that he would not be dead were he not in stasis, then the subject comes out of stasis alive and well, or, at the very least, bleeding out and on the verge of death; otherwise, the subject comes out of stasis dead.

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Lucky Day

Requires: Onmyōji 6
Range: personal
Target: you
Casting Time: 1 minute
Duration: 24 hours
Cost: 4 Spirit Points

The onmyōji's divinations have revealed that today will be a glorious day! Fortune shines upon the world, making it an excellent day for a festival, or for toppling a firmly-entrenched foe. The onmyōji gains the following ability.

Fortune (Ex): As an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability twice per day, and one additional time per day for every five onmyōji levels you possess.

Using lucky day ends unlucky day immediately.

Militia of Spirits

Requires: Onmyōji 4
Range: 60 feet
Effect: one summoned elemental creature
Casting Time: 1 round
Duration: 1 round/level
Cost: 2 Spirit Points

The onmyōji petitions the spirits of the land itself, and some of them rise up to lend their aid, for a time. Choose air, earth, fire, or water. An elemental of the chosen type appears where the onmyōji designates and acts immediately, on his turn. It attacks the onmyōji's opponents to the best of its ability. If he can communicate with his elemental, the onmyōji can direct it not to attack, to attack particular enemies, or to perform other actions. The size of the elemental that comes to the onmyōji's aid is based on his onmyōji level, as given by the table below.

When using this petition, the onmyōji may choose to take a -3 penalty to his effective onmyōji level for the purpose of determining the size of the elemental called forth by this petition. If he does, an additional elemental rises up to assist the onmyōji. This penalty can be taken multiple times. If an onmyōji summons additional elementals in this manner, he may choose a different element for each elemental summoned. For example, a 15th level onmyōji may take a -6 penalty to his effective onmyōji level to summon a large air elemental, a large earth elemental, and a large fire elemental.

Elementals called forth in this manner are not summoned creatures. They are spirits of the land itself and are assisting the onmyōji because they want to, not because they are being coerced into doing so. As they are native beings, certain types of elemental may be unavailable in exceptional locations. For example, water elementals likely won't exist in the Elemental Plane of Fire, and earth elementals may be scarce in a city nestled in the clouds.

Table: Militia of Spirits

Onmyōji Class Level	Elemental Size
3rd-5th	Small
6th-8th	Medium
9th-11th	Large
12th-14th	Huge
15th-17th	Greater
18th-20th	Elder

Omoikane's Council

Requires: Onmyōji 14
Range: 60 feet
Area: all allies in a 60-foot radius centered on you
Casting Time: 1 standard action
Duration: 1 minute/level
Cost: 2 Spirit Points

Omoikane is a knowledge god with a particularly interesting way of going about expressing the core of his portfolio. Though a very intelligent being on his own, his greatest talent is his ability to meld minds together to combine their greatest strengths.

If an ally in the area has more ranks in a Knowledge skill than any other ally in the area, or is tied for the most ranks, then all other allies in the area have that many ranks in that Knowledge skill, to a maximum of their Hit Dice.

On the Spring Breeze

Requires: Onmyōji 4
Range: 60 ft.
Target: one willing creature
Casting Time: 1 standard action
Duration: 1 minute/level
Cost: 1 Spirit Point

The onmyōji summons thousands of ethereal cherry blossoms, which surround the subject and grant a measure of supernatural buoyancy. The subject gains a fly speed of 30 feet with good maneuverability, trailing these cherry blossoms wherever he goes. At 8th level and every four onmyōji levels thereafter, the fly speed granted to the subject increases by +10 feet.

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Raijin's Thunderclap [electricity]

Range: 120 ft.

Target: one creature

Casting Time: 1 standard action

Cost: 1 Spirit Point

Duration: instantaneous

A peal of lightning strikes the target, dealing 1d4 points of electric damage per onmyōji level with a Reflex save for half damage. Starting at 10th level, creatures that fail their Reflex save against this petition are shaken for 1 round.

Reborn in Spring

Range: 30 ft.

Target: one willing creature

Casting Time: 1 standard action

Cost: 1 Spirit Point

Duration: 1 minute

Leaves and twigs sprout from the body of the subject, healing the subject for points of damage equal to the onmyōji's class level immediately and granting fast healing 1. This fast healing increases by +1 for every four levels the onmyōji possesses. Unliving creatures, such as undead and constructs, are immune to this petition.

Scream of the Dishonored [sonic]

Requires: Onmyōji 10

Range: 30 ft.

Area: cone-shaped burst

Casting Time: 1 standard action

Cost: 2 Spirit Points

Duration: instantaneous

There are those who died in less than honorable circumstances, and, once the memories of mortal life become dull and faded, it is the crucial moment of dishonor that burns forever in the mind. The onmyōji calls forth these tortured beings, which let loose a collective howl of self-pitying anguish, dealing 1d4 points of sonic damage per onmyōji class level to creatures in the area. A successful Fortitude save halves the damage. Creatures who fail their Fortitude save are demoralized for 1d4 rounds.

Song of Benzaiten [mind-affecting]

Requires: Onmyōji 10

Range: 30 ft.

Target: one willing creature

Casting Time: 1 standard action

Cost: 1 Spirit Point

Duration: 1 round/level

Like most of the other Seven Lucky Gods, Benzaiten presides over wealth and happiness, but she is also the goddess of music, and it is this that sets her apart. A gentle song of hope and happiness plays in the subject's mind, granting immunity to fear and increasing the largest single morale bonus granted to the subject, if any, by +1.

The Persuader's Charm [mind-affecting]

Requires: Onmyōji 6

Range: 60 ft.

Target: one creature

Casting Time: 1 standard action

Cost: 1 Spirit Point

Duration: 1 round/level

Ame-no-Uzume-no-Mikoto is a goddess of mirth and revelry who is demonstrably adept at getting others to do what she wants. Amusingly, she's gotten so good at this that she tends to ask for several conflicting favors at once. When called upon by an onmyōji, she manifests as a whirlwind of riotous laughter, which burrows into the mind of the subject. Each round, the subject must make a Will save or be confused for 1 round.

The Trickster's Touch

Requires: Onmyōji 4

Range: personal

Target: you

Casting Time: 1 standard action

Duration: 1 minute/level (D)

Cost: 1 Spirit Point

With the help of Tanuki, the onmyōji assumes the form of any Small or Medium creature of the humanoid type. If the form he assumes has any of the following abilities, he gains the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form the onmyōji takes is that of a Small humanoid, he gains a +2 size bonus to his Dexterity.

Medium creature: If the form the onmyōji takes is that of a Medium humanoid, he gains a +2 size bonus to his Strength.

Unlucky Day

Requires: Onmyōji 8

Range: personal

Target: you

Casting Time: 1 minute

Duration: 24 hours

Cost: 5 Spirit Points

The onmyōji's divinations suggest that today will be a horribly unlucky day! Do absolutely nothing out of the ordinary, and invest additional vigilance in everyday tasks, for anything that can go bad will go bad. The onmyōji gains the following ability.

Misfortune (Ex): As an immediate action, you can force a creature within 30 feet to reroll any one d20 roll that it has just made before the results of the roll are revealed. The creature must take the result of the reroll, even if it's worse than the original roll. Once a creature has suffered from your misfortune, it cannot be the target of this ability again for 1 day.

Using *unlucky day* ends *lucky day* immediately.

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Voice of the Spirits

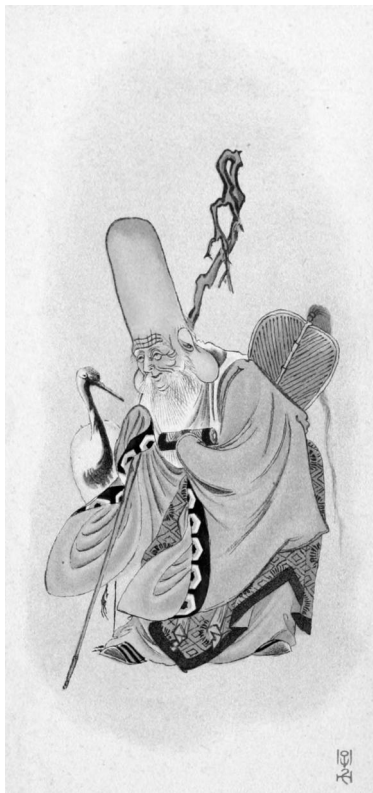
Requires: Onmyōji 8
Range: personal
Target: you
Casting Time: 1 standard action
Cost: 1 Spirit Point
Duration: 1 hour/level

The onmyōji gains the ability to speak, read, and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. He may speak only one language at a time, although he may be able to understand several languages. *Voice of the spirits* does not enable the onmyōji to speak with creatures who don't speak. The onmyōji can make himself understood as far as his voice carries.

Yakushi's Gift

Requires: Onmyōji 6
Range: 60 ft.
Target: one willing creature
Casting Time: 1 standard action
Cost: 2 Spirit Points
Duration: instantaneous

The benevolent Yakushi is a god of healing whose primary focus is in the curing of illness and deformities rather than in their prevention. When petitioning Yakushi, choose disease or poison. The onmyōji must make a caster level check (1d20 + caster level) against the DC of each effect of the chosen type affecting the target. Success means that the effect ends immediately.



Fukorokuju, the only member of the Seven Lucky Gods who can raise the dead

TALISMAN PRAYERS

Byouki Heyu

Wishing that people stay healthy is all well and good, but, let's face it: people get sick. Accordingly, there's a talisman for that.

O-fuda: All allies in the area have fast healing 1. This fast healing increases by +1 at 8th and 16th level.

Omamori: The subject has fast healing 2. This fast healing increases by +1 for every six onmyōji levels the onmyōji possesses.

Choju

Longevity is a common desire, and choju talismans reportedly help to extend life.

O-fuda: The maximum hit points of all allies in the area increases by an amount equal to the onmyōji's class level.

Omamori: The subject's maximum hit points increases by an amount equal to the onmyōji's class level.



Ame-no-Uzume-no-Mikoto

Censured Warding

Requires: Onmyōji 7

Sometimes, to protect one's own, something else needs to be hurt to get the message to stay away.

O-fuda: Creatures that enter or begin their turn in the area take 1d8 + the onmyōji's class level points of force damage.

Omamori: none

Dampen Elements

A word of warding can reduce, or even negate, the damaging power of the elements.

O-fuda: When placing the talisman, choose acid, cold, electric, fire, force, or sonic. All allies in the area have resistance equal to the onmyōji's class level against the chosen energy type.

Omamori: The subject has resistance equal to the onmyōji's class level against acid, cold, electric, fire, and sonic damage.

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Education

Requires: Onmyōji 3

Educational omamori are very popular among students, while o-fuda with an educational slant can be found in institutions. Taken out of the home and into the dungeon, these talismans can be used to help decipher forgotten languages and the like.

O-fuda: When placing the talisman, choose a single Knowledge skill. All allies in the area have a competence bonus equal to half the onmyōji's class level to the chosen skill.

Omamori: The subject has a competence bonus equal to half the onmyōji's class level to all Knowledge skills.

Empower Elements

Requires: Onmyōji 3

Nearby kami can be convinced to help the recipient of such a talisman, lending their power to weaponry whose modus operandi is similar to their own.

O-fuda: When placing the talisman, choose acid, cold, electric, or fire. Weapon special abilities, spells, and abilities that deal damage of the chosen energy type enhancing weapons allies in the area wield deal an additional point of damage of that energy type. Further, energy damage of the chosen type dealt as part of weapon damage by an ally in the area ignores resistance equal to half the onmyōji's level.

Omamori: When placing the talisman, choose acid, cold, electric, or fire. Weapons the subject wields deal an additional 1d4 points of damage of the chosen energy type. Further, weapon special abilities, spells, and abilities that deal damage of the chosen energy type enhancing weapons the subject wields (including the energy damage granted by this talisman itself) deal an additional point of damage of that energy type. Finally, energy damage of the chosen type dealt as part of weapon damage by the subject ignores resistance equal to the onmyōji's class level.



Omamori from the Fujisan Hongū Sengen Taisha shrine

Enmusubi

Requires: Onmyōji 9

Interpersonal relationships are one of the foundations of society, and assistance with said relationships is a hot ticket talisman.

O-fuda: Whenever a creature under the influence of a charm or compulsion effect attacks an ally within the area, the attacking creature may immediately make an additional saving throw against that charm or compulsion effect if that effect influenced or directed that attack. In other words, if the attacking creature would be hostile if it were not under the influence of that particular charm or compulsion effect, it is not entitled to the additional saving throw that this talisman grants. If this additional saving throw is successful, the charm or compulsion effect ends immediately.

Omamori: Whenever the subject is attacked by a creature under the influence of a charm or compulsion effect, the attacking creature may immediately make an additional saving throw against that charm or compulsion effect if that effect influenced or directed that attack. In other words, if the attacking creature would be hostile if it were not under the influence of that particular charm or compulsion effect, it is not entitled to the additional saving throw that this talisman grants. If this additional saving throw is successful, the charm or compulsion effect ends immediately and both subject and the attacking creature get a +2 morale bonus to attack and damage rolls for the remainder of the talisman's duration.

Foresight

Requires: Onmyōji 3

Knowing what will be, even in a very imperfect manner, is very, very valuable.

O-fuda: All allies in the area at the time of placement gain a +4 insight bonus to their next attack roll. If the talisman expires or is destroyed, this bonus is lost.

Omamori: The subject gains a +10 insight bonus to its next attack roll. Once an attack is made, the effects of this talisman end immediately.

Fukashi

Requires: Onmyōji 5

Fukashi, or "invisibility", is a potent aid for those whose lives depend on not drawing the attention of an upset oni.

O-fuda: All allies in the area become invisible, as the invisibility spell. If an ally attacks while in the area, he immediately becomes visible and cannot be made invisible again by this talisman.

Omamori: The subject becomes invisible, as the invisibility spell. Starting at 13th level, the subject instead becomes invisible as the greater invisibility spell, but the talisman takes 10 points of damage every time the subject attacks. This damage ignores hardness.

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Gankake

Requires: Onmyōji 3

A very open-ended talisman, the gankake is a prayer focus that acts to focus spiritual energy where it is needed the most.

O-fuda: All allies in the area are healed for an additional 1d6 points of damage by friendly channeled energy effects. In addition, whenever an ally in the area is healed by a friendly channeled energy effect, he gets a +1 sacred bonus to attack rolls for 1d4 rounds.

Omamori: The subject is healed for an additional 2d6 points of damage by friendly channeled energy effects. In addition, whenever the subject is healed by a friendly channeled energy effect, he gets a +2 sacred bonus to attack rolls for 1d4 rounds.

Ganko-sa

Though stubbornness may seem to be a particularly odd thing to promote, and it is, an individual who is stubborn enough will simply refuse to lay down and die.

O-fuda: All allies in the area have a +2 resistance bonus to saving throws. This bonus increases by +1 for every six onmyōji levels the onmyōji possesses.

Omamori: The subject has a +2 resistance bonus to saving throws. This bonus increases by +1 for every four onmyōji levels the onmyōji possesses, to a maximum of a +5 resistance bonus to saving throws at 12th level. At 16th level, the subject also has a +1 morale bonus to saving throws.

Hishi

Requires: Onmyōji 3

Named after the water caltrop plant, the hishi talisman produces copies of a military weapon that looks like a plant that was named after that military weapon in the first place.

O-fuda: The area becomes covered in spiny metal objects resembling water caltrops. The water caltrops produced by this talisman follow the rules for caltrops, except that they ignore damage reduction, have a base attack bonus equal to half the onmyōji's class level, rounded down, and vanish when the talisman's duration expires.

Omamori: When this talisman is placed, a leaf-textured bag appears at the subject's hip. The subject also gains caltrop charges equal to half the onmyōji's class level, rounded down. As a standard action, the subject may spend any number of caltrop points. For each caltrop point the subject spends, he places water caltrops in an unoccupied square that he threatens or is adjacent to a square he threatens. Water caltrops cannot be placed in a square that already contains water caltrops. Water caltrops follow the rules for caltrops, except that they ignore damage reduction, have a base attack bonus equal to half the onmyōji's class level, rounded down, and vanish when the talisman's duration expires.

Kaiun

Requires: Onmyōji 9

One of the most common talismans is one that simply grants good luck.

O-fuda: All allies in the area have a +1 luck bonus to AC, skill checks, and saves. This bonus does not stack with other good fortune talismans.

Omamori: The subject has a +2 luck bonus to AC, skill checks, and saves. This bonus does not stack with other good fortune talismans.

Katsuryoku

Requires: Onmyōji 9

Death comes to claim the weak, but passes by the strong. Death is patient, and does not struggle to pull a man down when it knows that man shall be its prey at a later date. Though inevitable, death's patience allows the end to be delayed by making an individual appear more vital than he actually is.

O-fuda: All allies in the area have a +4 insight bonus to saving throws against death effects.

Omamori: The subject has a +4 insight bonus to saving throws against death effects. In addition, whenever the subject would gain negative levels, he gains one fewer negative levels, to a minimum of 0.

Kenkoh

Requires: Onmyōji 11

Talismans that help to ensure good health are popular with everyone from the layman to the aristocracy.

O-fuda: All allies in the area have a +2 insight bonus to saving throws against poison, disease, and curse effects.

Omamori: When this talisman is placed, choose poison, disease, or curse. The subject is immune to effects of the chosen type. This does not grant immunity to effects of the chosen type already ongoing when the talisman is applied.

Kibin

Requires: Onmyōji 5

Those who are fast on their feet live to see the next combat. A talisman such as this helps to ensure that the onmyōji's charges are among the victors.

O-fuda: Allies that begin their turn in the area gain the benefits of the *haste* spell for 1 round.

Omamori: The subject gains the benefits of the *haste* spell.

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Kubosa

Nearly everyone wants to be rich! Those who don't have taken vows, but if they hadn't, they, too, would want to be rich.

O-fuda: none

Omamori: The subject gains a competence bonus equal to the onmyōji's class level to Profession skill checks made to earn a living. The duration of this talisman's effect is 24 hours.

Michihiroki

Requires: Onmyōji 9

Usually constructed to look like a compass, michihiroki can be equated to what they mimic by acting as a sort of divinatory compass, finding all of the best paths along the road of life.

O-fuda: none

Omamori: Whenever the subject makes an attack roll, skill check, or saving throw, he may choose to roll twice and take the best result. He must choose whether or not to roll twice before rolling. This talisman's effect ends immediately after being used once for every six onmyōji levels the onmyōji possesses.



Moeru Shita

Requires: Onmyōji 3

Literally "flaming tongue", this talisman allows those affected by it to expectorate a wide variety of weapons-grade materials. Obviously, such a talisman was invented for the adventuring profession and is almost never seen warding a home.

O-fuda: When placing this talisman, choose acid, cold, or fire. All allies in the area gain the ability to spit weaponized saliva of that energy type across the room as a standard action. Spitting is a ranged touch attack with a range of 60 feet that deals 1d8 + the onmyōji's class level damage of the chosen energy type on a successful hit.

Omamori: When placing this talisman, choose acid, cold, or fire. The subject gains the ability to spit weaponized saliva of that energy type across the room as a standard action. Spitting is a ranged touch attack with a range of 60 feet that deals 1d8 + the onmyōji's class level damage of the chosen energy type on a successful hit. In addition, on a successful hit, other creatures within 5 feet of the primary target take splash damage equal to half the onmyōji's class level.

Protection from Antipodes

"Evil" really is a subjective concept. As society becomes more complicated, the various dichotomies by which "evil" can be defined expands, and the idea of a "yakuyoke", or avoidance of evil, talisman becomes harder to define.

O-fuda: Each ally in the area gains a +2 deflection bonus to AC against creatures whose alignment opposes the ally's alignment on one or more alignment axis. True neutral allies treat Lawful Good, Chaotic Good, Lawful Evil, and Chaotic Evil as opposed alignments. This deflection bonus to AC increases by +1 at 8th level and every five levels thereafter.

Omamori: The subject gains a +2 deflection bonus to AC and a +2 resistance bonus to saving throws against creatures whose alignment opposes the ally's alignment on one or more alignment axis. True neutral allies treat Lawful Good, Chaotic Good, Lawful Evil, and Chaotic Evil as opposed alignments. These bonuses increase by +1 at 8th level and every five levels thereafter.

Protection from Spirits

Requires: Onmyōji 3

One of the classic uses for o-fuda is keeping evil spirits out of the household. This is readily adapted by an adventuring onmyōji who has the gall to go seek out said spirits on their own turf.

O-fuda: All allies in the area have a +2 deflection bonus to AC against incorporeal creatures. In addition, non-magical weapons wielded by allies in the area are treated as magical weapons for the purpose of being able to damage incorporeal creatures. Starting at 11th level, all weapons wielded by allies in the area gain the ghost touch weapon special ability.

Omamori: The subject gains a +3 deflection bonus to AC against incorporeal creatures. In addition, weapons wielded by the subject gain the ghost touch weapon special ability. Starting at 11th level, incorporeal creatures can be critically hit by the subject and weapons wielded by the subject deal an additional 1d6 points of damage to incorporeal creatures. This additional damage is multiplied on a critical hit.

Shiawase

Requires: Onmyōji 5

Nearly all sapient creatures desire happiness, for a happy creature is usually a healthy creature. Accordingly, an enterprising onmyōji knows how to provide it.

O-fuda: All allies in the area who are not suffering from an ongoing fear effect have a +1 morale bonus to Strength. This bonus increases by +1 at 10th level and 17th level.

Omamori: If the subject is not suffering from an ongoing fear effect, it has a +2 morale bonus to Strength and Constitution. This bonus increases by +1 at 10th level and 17th level.

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Spirit Amplifier

Rather than protect, some talismans promote the efficacy of the spirits themselves.

O-fuda: Petitions that deal damage or heal damage deal or heal an additional point of damage for every three omamori levels the omamori possesses if the subject is in the area.

Omamori: Petitions that deal damage or heal damage deal or heal an additional point of damage to the subject for every two omamori levels the omamori possesses.

Spirit Promoter

Kami are drawn to certain special talismans in much the same way moths are drawn to a flame.

O-fuda: none

Omamori: The subject gains 1 temporary spirit point, but only if the subject has a spirit pool. As soon as this temporary spirit point is spent, the talisman's effect ends immediately. The temporary spirit point lasts for the duration of the talisman.

Traffic Safety

Requires: Onmyōji 9

Popular among city dwellers, a traffic safety talisman helps keep a workman alive should he be crushed underfoot. This readily extends to the adventuring life, as many creatures have "just sit on it" as a battle strategy.

O-fuda: All allies in the area have a +4 circumstance bonus to CMD against the overrun and bull rush combat maneuvers. In addition, all allies that begin their turn in the area gain 1d4 temporary hit points for every six levels the onmyōji possesses. These temporary hit points last for 1 round.

Omamori: The subject has a +4 circumstance bonus to CMD against the overrun and bull rush combat maneuvers, and takes half damage from a successful overrun combat maneuver made to trample. In addition, the subject gains 1d4 temporary hit points for every six levels the onmyōji possesses at the beginning of each of its turns. These temporary hit points last for 1 round.

Vengeful Flames

Requires: Onmyōji 7

Sometimes, a talisman of protection does not actively protect the wearer, but instead acts much in the same way as a monarch butterfly: those who attack it are so thoroughly displeased that they may not do so again.

O-fuda: Creatures that successfully make a melee attack against an ally in the area take 1 + half the onmyōji's class level fire damage.

Omamori: Creatures that attack the subject in melee take 1d8 + half the onmyōji's class level fire damage. This talisman is triggered whether or not the attack actually hits.

Yakuyoke

Requires: Onmyōji 5

Yakuyoke omamori are specifically designed to avert the "mid-life crisis". They do this by making the body feel younger until the mind is too set in its ways to do anything about the physical sensations of encroaching age. When applied to the adventuring profession, they simply extend the range of ages at which an adventurer can be successful.

O-fuda: none

Omamori: The subject's ability score penalties due to age are as treated as though he were one age category younger than he actually is. For example, a middle-aged character receives the mental ability score bonuses for being middle-aged, but takes no penalty for being middle-aged. Similarly, a venerable character receives the mental ability score bonuses for being venerable, but takes physical ability score penalties as though he were merely of old age. The duration of this talisman's effect is 24 hours.

Yakuzaishi

Requires: Onmyōji 5

Literally "apothecary", yakuzaishi talismans are effectively prescriptions for medicine to be delivered by spirits.

O-fuda: An ally that begins its turn within the area is cured of 1 point of temporary ability damage dealt to one ability score of his choice.

Omamori: Each round at the beginning of its turn, the subject is cured of 1 point of temporary ability damage dealt to each of his ability scores.

Zone of Communion

Requires: Onmyōji 13

Simply allowing a shikigami to touch the world as it did before it was bound extends its reach greatly. This talisman can provide.

O-fuda: Shikigami in the area may use the reach of the spirits spirit pool ability without paying its spirit point cost.

Omamori: none



Omamori from the Sanjūsangen-dō shrine

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