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NUT MANE RUESAMISC

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#### X TRUEHAMER

The universe is. Barring some particularly advanced philosophers, everyone agrees on this point. Moving beyond this tautology is particularly difficult, however, as most races seek to apply "How?" and "Why?" to all of the unsolved mysteries of the universe. What's more, these races tend to angle their explanations such that they, or their gods, are of supreme import.

Some factions posit that the universe is and always shall be. It was not created for a particular reason. Indeed, it was not created at all! Other factions posit that the universe was explicitly created. In most cases, the creator is still extant in the universe and can readily be pointed out of a crowd. Religions that seek to give their god special significance as the creator of the universe adore this strategy to no end.

Then there are the truenamers. Scholars of extraordinary erudition, truenamers study that which is known as Truespeech, or the First Language. This extraordinary tongue is the language of the universe itself. It encompasses everything that has been, is, and will be, not only for the races of this plane and universe, but for all possible universes. As such, even the most brilliant scholar of his generation can only understand and speak the slightest fraction of Truespeech's full vocabulary, for the language demands a familiarity with concepts that one man born in one era of one race simply cannot fathom. When used in carefully constructed sequences, or recitations, the very use of this tongue forces the universe to shift slightly to accommodate the demands of the speaker. It matters not whether the speaker be god or mortal, king or peasant, the universe listens, for it must. Though truenamers tend to disagree on the how and why of it all, they do agree that the First Language was the tool of its construction.

#### Author: Bradley Crouch.

**Role:** Though the source of his power is vastly different from that of a wizard, those who are unfamiliar with the intricacies of magic will likely assume that a truenamer is just that: a wizard. Like a wizard, a typical truenamer serves his party best by supporting his allies and eliminating enemies from the back lines.

Alignment: As a truenamer is characterized by an amoral academic pursuit, he can be of any alignment.

#### Hit Die: d6

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

#### **Class Skills**

The truenamer's class skills are Appraise (Int), Craft (any) (Int), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

#### Class Skills at Each Level: 2 + Int Modifier

#### **Class Features**

All of the following are class features of the truenamer base class.

Weapon Proficiency: Truenamers are proficient with simple weapons.

**Armor and Shield Proficiency:** Truenamers are not proficient with any form of armor or shields. The truenaming DC of any recitations recited by the truenamer is increased by the armor check penalty of any armor or shields the truenamer is wearing. For example, a chain shirt with an armor check penalty of -4 increases all truenaming DCs by +4. If a shield or suit of armor has an armor check penalty of 0, then it increases all truenaming DCs by +1 instead. Armor and shields that are weightless or animated to take care of themselves do not penalize the truenamer's ability to recite in any way.







#### Truemagic

A truenamer's source of power is his encyclopedic, or rather dictionary-like, knowledge of the First Language, also known as Truespeech. Containing all things and concepts that will ever be, perfect knowledge of Truespeech would effectively mean perfect control over the universe itself. Though it is quite impossible for the limited mind of a mortal humanoid to fathom the entirety of the First Language, there are those who devote their lives to learning even the tiniest fragment of what it has to offer and are capable of shifting the universe by reciting dozens of words and phrases on a daily basis. A truenamer exercises his power over Truespeech through the use of recitations. Recitations resemble spells and represent knowledge of hundreds of variations of a core concept within the language. Through precise knowledge of his surroundings and the vocabularly used to describe the current state of the local area, a truenamer knows how to recite the precise grammatical variant required to elicit an effect in a particular situation. It is this, the fact that the recitations for orc, charging orc, and charging orc with a mohawk, are all totally different series of syllables, that makes learning even a tiny fraction of the First Language a lifelong pursuit for even the most dedicated of scholars.

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Recitation Level Known
1st	+0	+0	+0	+2	Codex of heart and mind, recitations, sympathetic link, truemagic	1
2nd	+1	+0	+0	+3	Master of tongues	1
3rd	+1	+1	+1	+3	Inflection	1
4th	+2	+1	+1	+4	Codex of artifice, master of tongues—2	2
5th	+2	+1	+1	+4	Linguistic familiarity–1	2
6th	+3	+2	+2	+5	Inflection, master of tongues-3	2
7th	+3	+2	+2	+5	Codex of far-flung spheres	3
8th	+4	+2	+2	+6	Master of tongues–4	3
9th	+4	+3	+3	+6	Inflection	3
10th	+5	+3	+3	+7	Codex of the realized vision, master of tongues–5	4
11th	+5	+3	+3	+7	Linguistic familiarity	4
12th	+6/+1	+4	+4	+8	Inflection, master of tongues–6, overtone chanting	4
13th	+6/+1	+4	+4	+8	-	5
14th	+7/+2	+4	+4	+9	Master of tongues—7	5
15th	+7/+2	+5	+5	+9	Inflection	5
16th	+8/+3	+5	+5	+10	Master of tongues-8	6
17th	+8/+3	+5	+5	+10	Linguistic familiarity	6
18th	+9/+4	+6	+6	+11	Inflections–6, master of tongues–9	6
19th	+9/+4	+6	+6	+11	-	6
20th	+10/+5	+6	+6	+12	Demand of the universe, master of tongues—10	6

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Recitations are broken into four codices based on the nature of the subject of the recitation. For example, one codex is all about things, while another is about ideas. All codices are based on nouns.

*Codex of Heart and Mind:* The Codex of Heart and Mind concerns itself with living creatures. Though life is a very complex phenomenon in the universe, it also tends to have fairly static names in the First Language. The resulting ease of recitation makes the Codex of Heart and Mind the source of the bulk of a truenamer's power. A truenamer begins play with three 1st-level recitations from the Codex of Heart and Mind.

At each new truenamer level, a truenamer gains one recitation from the Codex of Heart and Mind for which he meets all of the prerequisites.

*Codex of Artifice:* The Codex of Artifice concerns itself with material things. Though the individual words used to describe material things are simple, small nicks and scratches can totally change the word that must be used. The Codex of Artifice makes up less of a truenamer's power than the Codex of Mind and Body, but still represents a large portion of a truenamer's vocabulary.

A truenamer gains access to the Codex of Artifice at 4th level. At 4th level, 5th level, and every two levels beyond 5th, he gains one recitation from the Codex of Artifice for which he meets all of the prerequisites.

*Codex of Far-Flung Spheres:* The Codex of Far-Flung Spheres concerns itself with places. As places are combinations of things with a location with respect to other things, this codex requires a great deal of prior knowledge in order to begin studying it to any useful effect. As such, truenamers learn relatively few recitations from it and begin learning late in their careers.

A truenamer gains access to the Codex of Far-Flung Spheres at 7th level. At 7th level and every three levels beyond 7th, he gains one rectiation from the Codex of Far-Flung Spheres for which he meets all of the prerequisites.

*Codex of the Realized Vision:* The Codex of the Realized Vision concerns itself with ideas. As ideas have the least form of all nouns, they are also the hardest to pin down with a concrete description in the First Language. Even the most accomplished truenamers learn very few recitations from this codex.

A truenamer gains access to the Codex of the Realized Vision at 10th level. He gains one recitation from this codex for which he meets all of the prerequisites at 10th level, 14th level, 18th level, and 20th level.



Table: TruenamerRecitations Known by Level										
	Codex									
Class Level	Heart and Mind	Artifice	Far-Flung Spheres	Realized Vision						
1st	3	-	-	-						
2nd	4	-	Ŧ	-						
3rd	5	-	-	-						
4th	6	1	-	-						
5th	7	2	-	-						
6th	8	2	-	-						
7th	9	3		-						
8th	10	3	1	ι.						
9th	11	4	1	-						
10th	12	4	2	1						
11th	13	5	2	1						
12th	14	5	2	1						
13th	15	6	3	1						
14th	16	6	3	2						
15th	17	7	3	2						
16th	18	7	4	2						
17th	19	8	4	2						
18th	20	8	4	3						
19th	21	9	5	3						
20th	22	9	5	4						

#### Table: Truenaming DCs by **Recitation Level** Recitation **Truenaming DC** Defensive Level **Truenaming DC** 10 1st 15 2nd 13 18 21 3rd 16 4th 19 24 22 27 5th 6th 25 30

**Recitations (Sp)**: A truenamer can recite a recitation as a standard action that provokes attacks of opportunity. In order for his recitation to be successful, he must succeed on a DC 7 + 3 x the recitation's recitation level truenaming check. (See Table: Truenaming DCs by Recitation Level) To make a truenaming check, roll 1d20 + the truenamer's class level + the truenamer's Intelligence modifier. On a failed truenaming check, the recitation is not recited, the truenamer's action is wasted, and he incurs the penalties described by the Law of Croaking Failure.

A truenamer can choose to recite "on the defensive". When reciting on the defensive, the truenamer does not provoke an attack of opportunity, but the truenaming DC is increased by +5 to reflect the enhanced difficulty of the task. (See Table: Truenaming DCs by Recitation Level) On a failed truenaming check, the recitation is not recited, the truenamer's action is wasted, he incurs the penalties described in the Law of Croaking Failure, and he provokes an attack of opportunity.

All truenamer recitations have verbal components. To learn or recite a recitation, a truenamer must have an Intelligence score equal to at least 10 + the recitation level. The Difficulty Class (DC) for a saving throw against a truenamer's recitation is 10 + the recitation level + the truenamer's Intelligence modifier.

All recitations have a recitation level, which represents just how accomplished a truenamer must be to have the vocabulary to use it in the first place. A truenamer begins play able to recite 1st level recitations. At 4th level, a truenamer can recite 2nd level recitations. For every three truenamer levels beyond 4th, the highest recitation level he can recite increases by +1, to a maximum of 6th level recitations at 16th level.

Each recitation has a "similar school" listing. Any spell of that school whose spell level is greater than or equal to the recitation level of the attempted recitation can be used to counterspell that recitation. This can be particularly devastating for the truenamer, as counterspelling triggers The Law of Flowing Rhetoric. Treat the truenamer's class level as his caster level for the purpose of *dispel magic* and other such effects.

Similarly, spells, feats, and abilities that interact with the school of magic listed in a recitation's similar school listing affect that recitation as though it were a spell. For example, a truenamer can take the Spell Focus (evocation) feat and have it apply to all of his recitations that have evocation listed as the similar school.

If a spell or ability affecting the truenamer increases concentration DCs, then his truenaming DCs increase by half that amount. Further, spells and abilities that trigger when a spell is cast, such as the Spellbreaker feat, trigger when a recitation is recited. When dealt damage before a recitation is completed, the truenaming DC increases by the amount of damage taken. A truenamer's recitations have a 20% failure chance when he is deafened, but other situations that require concentration checks of standard spellcasters do not affect a truenamer. Upon reaching 7th level, and at every third truenamer level after that (10th, 13th, and so on), a truenamer can choose to learn a new recitation in place of one he already knows from the same codex. In effect, the truenamer "loses" the old recitation in exchange for the new one. The new recitation's level must be the same as that of the recitation being exchanged, and it must be at least one level lower than the highest-level recitation the truenamer can recite. A truenamer may swap only a single recitation at any given level, and must choose whether or not to swap the recitation at the same time that he gains new recitations known for the level.

Recitations follow four universal laws.

#### The Law of Croaking Failure

The Law of Croaking Failure is the backlash of the universe upon those who draw its attention, then fail to clearly state what it is they want. Whenever the reciter fails a truenaming check, he takes a penalty to truenaming checks equal to the recitation level of the recitation failed for 5 rounds. This penalty does not stack. While afflicted in this manner, the reciter cannot speak above a whisper,

#### The Law of Familiar Phrases

The Law of Familiar Phrases is one of the primary reasons why attempting to learn small fragments of such a complex language is viable at all. Whenever the reciter recites a recitation whose recitation level is at least one lower than the highest recitation level he can recite, the reciter can take 10 on his truenaming check.

#### The Law of Flowing Rhetoric

The Law of Flowing Rhetoric forbids a truenamer from having two instances of a particular recitation in effect at one time. In other words, if the truenamer recites *alter blade*, which has a duration of 5 rounds, he cannot recite *alter blade* again until those 5 rounds have passed. If a recitation is negated by a saving throw, counterspelled, or dispelled by any means, the truenamer still cannot attempt to recite the recitation again until a period of time equal to the recitation's duration has elapsed between attempts. If a recitation is not successfully recited, the Law of Flowing Rhetoric is not triggered.

#### The Law of Finite Malleability

The Law of Finite Malleability is a measure of the patience of the universe. As a truenamer runs around demanding the same thing of the universe over and over, it tends to get a bit fed up with him. Each time the truenamer successfully recites a recitation, the truenaming DC of that recitation increases by +2. The truenamer may spend an hour apologizing to the universe each morning, much like how typical spellcasters study their spellbooks, in order to reset the Law of Finite Malleability to its starting state, +0.

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₹ ₹ ₹ † **Sympathetic Link (Ex):** Even at 1st level, truenamers understand that language defines how an individual thinks. As the First Language is very strict regarding intent, it helps to be able to think like that which is the target of one's recitations. When reciting a recitation that directly targets a creature, the truenamer gets +2 to his truenaming check if he shares a language with that creature. When targeting multiple creatures with a single recitation, the truenamer must share a language with all creatures targeted in order to gain this bonus.

Spells, spell-like abilities, magic items, and supernatural abilities that grant the ability to speak and understand languages do not apply to this ability. A sympathetic link is not formed by being able to speak like a particular creature, but rather by being able to think like a particular creature. Magical language aids completely skip over this aspect of language and are responsible for much of the lack of sensitivity that exists in the world today. Simply put, if a truenamer doesn't put the time and study into learning a language the old-fashioned way, he has no knowledge that he can use in this manner.

**Master of Tongues (Ex):** As the First Language encompasses all things, truenamers are wont to learn other, simpler languages in an effort to understand more of the universe. At 2nd level and every two levels beyond 2nd, the truenamer learns an additional language that is not designated as secret, like drow sign language or druidic.

**Inflections:** Starting at 3rd level, a truenamer gains the ability to stress the syllables of a recitation in a specific manner, a process known as inflecting. Doing so increases the recital time of the recitation to a fullround action that provokes attacks of opportunity, but adds an effect to that recitation depending on the inflection used. A truenamer may only apply a single inflection to any individual recitation. Select an inflection from the list below. At 6th level and every three levels thereafter, the truenamer selects an additional inflection from this list.

Not all inflections are created equal. Some inflections are simply harder for a truenamer to perform than others, if only because of the particular way the vocal cords must be used. Each inflection has a line labeled "Truenaming DC Modifier". The value listed on this line is how much the truenaming DC of a recitation is increased if that inflection is applied to the recitation.

Most inflections are frowned upon by the universe itself, if only because the universe gets annoyed when somebody demands something that specific of it. Each inflection has a line labeled "Malleability DC Modifier". This value is applied to the Law of Finite Malleability. For example, as the DC of a recitation normally increases by +2 every time it is successfully recited, an inflection with a Malleability DC Modifier of +2 would make the DC of the recitation increase by a total of +4 (2 + 2) after being successfully recited. *-Kinetic* Truenaming DC Modifier: +2 Malleability DC Modifier: +2

When selecting this inflection, choose one of the family of inflections listed below. A recitation with the chosen inflection that normally deals acid, cold, electric, fire, or sonic damage deals damage of the chosen inflection's type instead. This inflection can be taken multiple times. Each time, choose a different member of the family of inflections.

The energy type and name of each member of this family of inflections is listed below.

Acid = Oxykinetic Cold = Cryokinetic Electric = Electrokinetic Fire = Pyrokinetic Sonic = Sonukinetic

Amplified Truenaming DC Modifier: +2 Malleability DC Modifier: +2

A recitation with this inflection is treated as though all variable, numeric effects are increased by half, including bonuses to those dice rolls.

Booming Truenaming DC Modifier: +2 Malleability DC Modifier: +0

A recitation with this inflection has its range increased by +30 feet.

Caterwauling Truenaming DC Modifier: +3 Malleability DC Modifier: +3

A recitation with this inflection is treated as though all variable, numeric effects are maximized. Saving throws and opposed rolls are not affected, nor are recitations without random variables. A truenamer must be at least 9th level to select this inflection.

*Cheery* Truenaming DC Modifier: +0 Malleability DC Modifier: +1

A recitation with this inflection dazzles those it targets for 1d4 rounds with no saving throw allowed. The recitation must normally affect a single creature or object, not an area, in order for this inflection to have any effect, and even then most objects can't be dazzled.

Complementary Truenaming DC Modifier: +2 Malleability DC Modifier: +1

A recitation with this inflection increases the remaining duration of the reciter's other ongoing recitations that themselves have this inflection by +1 round.



*Disruptive* Truenaming DC Modifier: +2 Malleability DC Modifier: +1

A recitation with this inflection reduces the remaining duration of the reciter's other ongoing recitations that also have this inflection by -1 round.

*Echoing* Truenaming DC Modifier: +6 Malleability DC Modifier: +2

A recitation with this inflection takes a -2 penalty to the Difficulty Class of any saving throw it calls for, but affected creatures must roll twice and take the lowest result. A truenamer must be at least 12th level to select this inflection.

*Menacing* Truenaming DC Modifier: +4 Malleability DC Modifier: +0

Only recitations whose effects are totally negated on a successful saving throw can use this inflection. A recitation with this inflection deals 1d6 points of damage per recitation level to the subject if the subject succeeds on its saving throw. This is a force effect.

*Muffled* Truenaming DC Modifier: +2 Malleability DC Modifier +2

A recitation with this inflection can only be countered by a spell whose spell level is two or more greater than the recitation's recitation level. A truenamer must be at least 12th level to select this inflection.

*Omnipresent* Truenaming DC Modifier: +4 Malleability DC Modifier: +3

A recitation with this inflection affects any three valid targets within range. If combined with the stereo inflection using overtone chanting, they affect a total of four valid targets within range. A truenamer must be at least 12th level to select this inflection.



Penetrating Truenaming DC Modifier: +0 Malleability DC Modifier: +0

A recitation with this inflection gets a +2 bonus to caster level checks made to penetrate spell resistance and other effects that negate magic on a failed caster level check, such as a clay golem's cursed wound ability; however, the Difficulty Class of any saving throw called for by a recitation with this inflection takes a -2 penalty. Resonant Truenaming DC Modifier: +4 Malleability DC Modifier: +2

A recitation with this inflection affects all valid targets within 10 feet of a primary target. The recitation must normally affect a single creature or object, not an area, in order for this inflection to have any effect. A truenamer must be at least 6th level to select this inflection.

Stereo Truenaming DC Modifier: +2 Malleability DC Modifier: +2

A recitation with this inflection affects any two valid targets within range. If combined with the omnipresent inflection using overtone chanting, they affect a total of four valid targets within range.

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Truenaming DC Modifier: +6 Malleability DC Modifier: +4

A recitation with this inflection is not recited as a fullround action. Instead, it is recited as a swift action. This inflection cannot be used with the overtone chanting class feature. A truenamer must be at least 12th level to select this inflection.

Trailing Truenaming DC Modifier: +2 Malleability DC Modifier: +2

The duration of a recitation with this inflection is doubled.

*Truncated* Truenaming DC Modifier: +4 Malleability DC Modifier: +0

Only recitations that have no effect until their duration ends can use this inflection. A recitation with this inflection has a duration of instantaneous; however, once recited in this fashion, a corollary of the Law of Flowing Rhetoric makes it so that recitation cannot be recited again for 1 minute. A truenamer must be at least 6th level to select this inflection.

*Vengeful* Truenaming DC Modifier: +4 Malleability DC Modifier: +0

If the target of a recitation with this inflection makes its saving throw against the recitation, then the target takes a -2 penalty to its next saving throw against a recitation. This effect lasts for 5 rounds or until used.

Whispering Truenaming DC Modifier: +2 Malleability DC Modifier: +0

A recitation with this inflection has its range reduced by -30 feet, but the Difficulty Class of any saving throw called for by the recitation is increased by +2.



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**Linguistic Familiarity (Ex):** Starting at 5th level, a truenamer's mastery of language makes him resistant to abilities that rely upon it. He gets +1 to saving throws made against language-dependent spells and abilities. This bonus increases to +2 at 11th level and +3 at 17th level.

**Overtone Chanting (Ex):** At 12th level, a truenamer has mastered the art of overtone chanting as it pertains to performing his recitations in the First Language. He may now apply up to two inflections to a single recitation and gain the benefits of both. When doing so, add together the Truenaming DC Modifiers of the two inflections and apply the sum to the recitation, then add together the Malleability DC Modifiers of the two inflections, add a further +2, and apply the sum to the recitation.

**Demand of the Universe (Ex):** At 20th level, a truenamer has learned enough of the First Language to force the universe to do what he says without having to muck about with all of this precise inflection nonsense, at least some of the time. Once per day for each of his codices, the truenamer can take 20 on a truenaming check. In other words, the truenamer gets up to four separate uses of this ability: once for the Codex of Heart and Mind, once for the Codex of Artifice, once for the Codex of the Realized Vision.

#### **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 truenamers as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – If a recitation heals, add +1/3 to the amount healed.

Drow – Every 3 times this bonus is selected, choose a recitation. That recitation ignores the Law of Finite Malleability the first time it is recited without inflections each day. If the truenamer chooses to forget that recitation and learn a new one, then the new recitation gains this ability. Each time the truenamer gains this ability, select a new recitation.

Dwarf – Recitations from the Codex of Artifice have their duration increased by +1/3 round.

*Elf* - Every 3 times this bonus is selected, choose a recitation. That recitation ignores the Law of Finite Malleability the first time it is used without inflections each day. If the truenamer chooses to forget that recitation and learn a new one, then the new recitation gains this ability. Each time the truenamer gains this ability, select a new recitation.

Gnome – Whenever the truenamer triggers the Law of Croaking Failure, he gets a +1/3 bonus to his next truenaming check, to a maximum of the recitation level of the recitation that triggered the Law of Croaking Failure. This bonus lasts for 2 rounds or until used.

*Half-elf* – Every 3 times this bonus is selected, choose a recitation. That recitation ignores the Law of Finite Malleability the first time it is used without inflections each day. If the truenamer chooses to forget that recitation and learn a new one, then the new recitation gains this ability. Each time the truenamer gains this ability, select a new recitation.

Halfling – Whenever the truenamer triggers the Law of Croaking Failure, he gets a +1/3 bonus to his next truenaming check, to a maximum of the recitation level of the recitation that triggered the Law of Croaking Failure. This bonus lasts for 2 rounds or until used.

Half-orc – Add +1/6 of an inflection.

Hobgoblin – Recitations from the Codex of Artifice have their duration increased by +1/3 round.

*Human* – Add +1 foot to the range of the truenamer's recitations. (+5 feet to the range every 5 times the truenamer takes this bonus)

*Kitsune* - Recitations from the Codex of Heart and Mind or the Codex of Far-Flung Spheres have their duration increased by +1/5 round.

*Kobold* – Add +1/5 to truenaming checks if all targets are gnomes. Area effects receive no benefit.

Orc – Recitations from the Codex of Artifice have their duration increased by +1/3 round.

Puddling - Add + 1 foot to the range of the truenamer's recitations. (+5 feet to the range every 5 times the truenamer takes this bonus)

*Tengu* - Whenever the truenamer recites a recitation, his base land speed increases by +1 foot for 1 round. (+5 feet to base land speed for 1 round every 5 times the truenamer takes this bonus.) In addition, every eight times this bonus is selected, the truenamer receives a +1 dodge bonus to AC whenever he is under the effects of the Law of Croaking Failure, to a maximum of the magnitude of the truenaming penalty imposed by the Law.

*Tiefling* – If a recitation deals ability score damage, it deals an additional +1/6 damage to that ability score.

*Vanara* - Whenever the truenamer recites a noninflected recitation from a particular codex, he gets a +1/5 circumstance bonus, max +2, to truenaming checks made to recite non-inflected recitations from any other codex for 1 round.

*Vishkanya* - If a recitation deals ability score damage, it deals an additional +1/6 damage to that ability score.





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The First Language is, by necessity of its aims, fiendishly difficult to learn, and even the best students of this primordial tongue require mnemonics and other study aids to keep everything straight. Though the ideal is to be able to muscle through the language through sheer determination and become a perfect generalist, many fall short of this lofty goal and become specialists of whatever portions of the First Language they can comprehend. Students of all other disciplines find this to be utterly bizarre, as the standard approach to higher education is to learn the broad sweeps of the whole, then focus on whatever it is that seems the most interesting or lucrative.

#### **Chessmaster (Archetype)**

There are some whose moment of falling short as a scholar is when the concepts embraced by the First Language leave the realm of the concrete and enter the realm of abstract possibility. Like the savants of heart and mind, who are themselves too alive to think like something without life, these individuals are too hung up on the idea of their own concrete existence to give shape to ideas that are products of a wild imagination.

Thus forced to specialize in the real and the concrete, these individuals have long ago turned their weakness into a great advantage, achieving mastery over the Codices of Artifice and Heart and Mind that no generalist can touch. Their secret is in tying their knowledge of these codices to a concrete conceit, a single, overarching mnemonic that is as much a truenaming aid as it is a statement of their own ideals.

In short, these master manipulators play with chessboards.

Kickstarter Backer: Brandon F.

Author: Bradley Crouch.

Chessmasters have the following class features:



#### Truemagic

A chessmaster's source of power is his encyclopedic, or rather dictionary-like, knowledge of the First Language, also known as Truespeech. Containing all things and concepts that will ever be, perfect knowledge of Truespeech would effectively mean perfect control over the universe itself. Though this is quite impossible for the limited mind of a mortal, there are those who devote their lives to learning even the tiniest fragment of what it has to offer and are capable of temporarily shifting the universe by reciting dozens of words and phrases on a daily basis.

A chessmaster exercises his power over Truespeech through the use of recitations. Recitations resemble spells and represent knowledge of hundreds of variants of a core concept within the language. Through precise knowledge of his surroundings, the truenamer knows to recite the precise variant required to elicit an effect in a particular situation. It is this complication that makes learning the First Language a lifelong pursuit.

Recitations are broken into four codices based on the sort of noun they represent. Chessmasters, given their total reliance on the physical to make sense of the world, only have access to three of these.

Codex of Heart and Mind: The Codex of Heart and Mind concerns itself with living creatures. Though life is a very complex phenomenon in the universe, it also tends to have fairly static names in the First Language. The resulting ease of recitation makes the Codex of Heart and Mind the source of the bulk of a chessmaster's power. A chessmaster begins play with three 1st-level recitations from the Codex of Heart and Mind.

At each new chessmaster level, a chessmaster gains one recitation from the Codex of Heart and Mind for which he meets all of the prerequisites.

Codex of Artifice: The Codex of Artifice concerns itself with material things. Though the individual words used to describe material things are simpler than those which describe living things, small nicks and scratches can totally change the word that must be used. That said, given a chessmaster's focus on the material, he can be considered the foremost expert in this codex and knows a massive variety of the recitations contained herein.

A chessmaster gains access to the Codex of Artifice at 4th level. At 4th level and every new chessmaster level thereafter, a chessmaster gains one recitation from the Codex of Artifice for which he meets all of the prerequisites.

Codex of Far-Flung Spheres: The Codex of Far-Flung Spheres concerns itself with places. As places are combinations of things with a location with respect to other things, this codex requires a great deal of prior knowledge in order to begin studying it to any useful effect. As such, chessmasters can only barely grasp how it works and learn very few recitations from it.

A chessmaster gains access to the Codex of Far-Flung Spheres at 7th level. At 7th level and every five levels thereafter, a chessmaster gains one recitation from the Codex of Far-Flung Spheres for which he meets all of the prerequisites, for a total of three recitations at 17th level. A chessmaster can only learn 3rd and 4th level recitations from this codex.

This ability modifies truemagic.

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#### Recitations (Sp)

Unlike a truenamer, who memorizes a selection of recitations and recites them ad nauseum, a chessmaster is totally reliant upon a massive mnemonic conceit that he requires to keep the First Language organized in his mind.

#### Chessmastery

This conceit is the image of a chessboard in the chessmaster's mind's eye. As he recites a recitation, the chessmaster reaches forward, taking hold of the idea of a chess piece, which is itself tied to the idea of a recitation, and moving both of them in a sort of thinkspace. As such, a chessmaster's recitations have a somantic component, as well as a verbal component.

A chessmaster begins play with the idea of a chessboard in his mind, as well as the ideas of the following chess pieces:

2 Pawns

₹ ₹ ₹ † 1 Bishop, Knight, or Rook

At 2nd, 3rd, and 4th levels, and every two levels beyond 4th, a chessmaster gains his choice of an additional Bishop, Knight, or Rook. At 5th, 9th, 13th, and 17th level, he gains his choice of a King or Queen. A chessmaster may never have more than 4 Bishops, 4 Knights, 4 Rooks, 2 Kings, or 2 Queens.

At 4th level and every chessmaster level thereafter, a chessmaster gains an additional Pawn, to a maximum of 16 Pawns at 18th level.

Given his reliance upon this chessboard conceit, a chessmaster must choose and prepare his recitations ahead of time by getting 8 hours of sleep and spending 1 hour meditating upon his knowledge of the First Language. While meditating, the chessmaster decides which recitations to associate with which chess pieces.

To associate a chess piece with a recitation, a chessmaster simply selects a recitation that he knows from the Codex of Heart and Mind or the Codex of Artifice and a chess piece that has not had a recitation applied to it yet. The piece and the recitation are then considered associated until the next time the chessmaster meditates in this fashion. Just as a chess piece cannot be associated with multiple recitations, a recitation cannot be associated with multiple chess pieces. When a chessmaster meditates, all current associations are broken so that he may change them.

Chess pieces grant a passive ability and an active ability to their associated recitations. Passive abilities trigger each time the recitation is recited (or, in the case of the King, when preparing a recitation), while active abilities trigger if and only if the chessmaster breaks the association between chess piece and recitation while reciting. This is a free action and renders him unable to recite that particular recitation until the next time he meditates. A chessmaster must choose to use a chess piece active ability before making his truenaming check.

#### Interjection Games

Chess Piece Passive Abilities

Pawn - none

*Bishop* - Add +1 to the Difficulty Class of any saving throws called for by the recitation.

*Knight* - Add +2 to the reciter's caster level for the purpose of overcoming spell resistance.

*Rook* - Add +2 to concentration checks made when reciting on the defensive.

Queen - As Bishop, Knight, and Rook combined.

*King* - The chessmaster may associate recitations from the Codex of Far-Flung Spheres with this chess piece. No other kind of chess piece may have recitations from that codex associated with it.

Chess Piece Active Abilities

*Pawn* - The next time the chessmaster triggers the Law of Finite Malleability, it only increases the truenaming DC by +1, not +2.

*Bishop* - If the recitation normally calls for a Reflex save, it now calls for a Fortitude save. If it normally calls for a Fortitude save, it now calls for a Reflex save.

*Knight* - The chessmaster may apply two inflections to the recitation rather than just one. He may not take 10 on his truenaming check.

*Rook* - Add +5 to concentration checks made when reciting on the defensive.

*Queen* - The truenaming check is automatically considered a success. No inflections may be applied.

*King* - Choose a Pawn that has a recitation associated with it. That Pawn is treated as though it were the chessmaster's choice of a Bishop, Knight, or Rook instead until the association with that recitation is broken.

To learn, prepare, or recite a recitation, a chessmaster must have an Intelligence score equal to at least 10 + the recitation level. The Difficulty Class (DC) for a saving throw against a chessmaster's recitation is 10 + the recitation level + the chessmaster's Intelligence modifier.

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A chessmaster can choose to recite "on the defensive". When reciting on the defensive, the chessmaster does not provoke an attack of opportunity, but the truenaming DC is increased by +5 to reflect the enhanced difficulty of the task. On a failed truenaming check, the recitation is not recited, the chessmaster's action is wasted, he incurs the penalties described in the Law of Croaking Failure, and he provokes an attack of opportunity.

All recitations have a recitation level, which represents just how accomplished a chessmaster must be to have the vocabulary to use it in the first place. A chessmaster begins play able to recite 1st level recitations. Starting at 4th level, a chessmaster can recite 2nd level recitations. For every three chessmaster levels beyond 4th, the highest recitation level he can recite increases by +1, to a ma

As standard magic is merely a subset of that which the chessmaster studies, these standard magic users come equipped with the means to counterspell recitations. Each recitation has a "similar school" listing. Any spell of that school whose spell level is greater than or equal to the recitation level of the attempted recitation can be used to counterspell that recitation. Similarly, spells, feats, and abilities that interact with the school of magic listed in a recitation's similar school listing affect that recitation as though it were a spell. For example, a chessmaster can take the Spell Focus (evocation) feat and have it apply to all of his recitations that have evocation listed as the similar school. Treat the chessmaster's class level as his caster level for the purpose of dispel magic and other such effects.

Level	Base			Maximum	Chess	Pieces		
	Attack Bonus	Save	Save	Save		Recitation Level Known	Pawns	Other
1st	+0	+0	+0	+2	Codex of heart and mind, recitations, truemagic	1	2	1
2nd	+1	+0	+0	+3	Master of tongues	1	2	2
3rd	+1	+1	+1	+3	Inflection	1	2	3
4th	+2	+1	+1	+4	Codex of artifice, master of tongues	2	3	4
5th	+2	+1	+1	+4	Linguistic familiarity	2	4	5
6th	+3	+2	+2	+5	Inflection, master of tongues	2	5	6
7th	+3	+2	+2	+5	Codex of far-flung spheres	3	6	6
8th	+4	+2	+2	+6	Master of tongues	3	7	7
9th	+4	+3	+3	+6	Inflection	3	8	8
10th	+5	+3	+3	+7	Master of tongues	4	9	9
11th	+5	+3	+3	+7	Linguistic familiarity	4	10	9
12th	+6/+1	+4	+4	+8	Inflection, master of tongues	4	11	10
13th	+6/+1	+4	+4	+8	-	5	12	11
14th	+7/+2	+4	+4	+9	Master of tongues	5	13	12
15th	+7/+2	+5	+5	+9	Inflection	5	14	12
16th	+8/+3	+5	+5	+10	Master of tongues	6	15	13
17th	+8/+3	+5	+5	+10	Linguistic familiarity	6	16	14
18th	+9/+4	+6	+6	+11	Inflection, master of tongues	6	16	15
19th	+9/+4	+6	+6	+11	-	6	16	15
20th	+10/+5	+6	+6	+12	Demand of the universe, master of tongues	6	16	16

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If a spell or ability affecting the chessmaster increases concentration DCs, then his truenaming DCs increase by half that amount. Further, spells and abilities that trigger when a spell is cast, such as the Spellbreaker feat, trigger when a recitation is recited.

Upon reaching 7th level, and at every third chessmaster level after that (10th, 13th, and so on), a chessmaster can choose to learn a new recitation in place of one he already knows from the same codex. In effect, the chessmaster "loses" the old recitation in exchange for the new one. The new recitation's level must be the same as that of the recitation being exchanged, and it must be at least one level lower than the highest-level recitation the chessmaster can recite. A chessmaster may swap only a single recitation at any given level, and must choose whether or not to swap the recitation at the same time that he gains new recitations known for the level.

Recitations follow four universal laws.

The Law of Croaking Failure: The Law of Croaking Failure is the backlash of the universe upon those who draw its attention, then fail to clearly state what it is they want. Whenever the reciter fails a truenaming check, he takes a penalty to truenaming checks equal to the level of the recitation failed for 5 rounds. This penalty does not stack. While afflicted in this manner, the reciter cannot speak above a whisper,

*The Law of Familiar Phrases:* The Law of Familiar Phrases is one of the primary reasons why attempting to learn small fragments of such a complex language is viable at all. Whenever the reciter recites a recitation whose recitation level is at least one lower than the highest recitation level he can recite, the reciter can take 10 on his truenaming check.

The Law of Flowing Rhetoric: The Law of Flowing Rhetoric forbids a chessmaster from having two instances of a particular recitation in effect at one time. In other words, if the chessmaster recites alter blade, which has a duration of 5 rounds, he cannot recite alter blade again until those 5 rounds have passed. If a recitation is negated by a saving throw or dispelled by any means, the chessmaster still cannot attempt to recite the recitation again until a period of time equal to the recitation is counterspelled or not successfully recited, the Law of Flowing Rhetoric is not triggered.

The Law of Finite Malleability: The Law of Finite Malleability is a measure of the patience of the universe. As a chessmaster runs around demanding the same thing of the universe over and over, it tends to get a bit fed up with him. Each time the chessmaster successfully recites a recitation, the truenaming DC of that recitation increases by +2. While meditating to associate chess pieces with recitations, the chessmaster also apologizes profusely to the universe in order to reset the Law of Finite Malleability to its starting state, +0.

This ability modifies recitations and replaces overtone chanting and sympathetic link.



Table: Chessmaster   Recitations Known by Level									
	Codex								
Class Level	Heart and Mind	Artifice	Far-Flung Spheres						
1st	3	-	-						
2nd	4	-	-						
3rd	5	-	-						
4th	6	1	-						
5th	7	2	-						
6th	8	3	-						
7th	9	4	1						
8th	10	5	1						
9th	11	6	1						
10th	12	7	1						
11th	13	8	1						
12th	14	9	2						
13th	15	10	2						
14th	16	11	2						
15th	17	12	2						
16th	18	13	2						
17th	19	14	3						
18th	20	15	3						
19th	21	16	3						
20th	22	17	3						

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#### Orator (Archetype)

While it is true that most specializations in the realm of truenaming stem from an inability to understand parts of the First Language, some few consciously specialize because they desire to do so, not because they are forced into it.

Treating the derivative languages of modern sapients as a performance art rather than as an academic subject used to help understand the primordial tongue, orators are masters of tone, pitch, and inflection who apply the lessons of the First Language to their speech work, while also applying lessons learned in the realm of suggestion and emotion to their inflectionwork with the First Language.

This potent combination of professional foci produces a specialized truenamer who can sway crowds and influence opinions through sheer force of linguistic erudition rather than through personal magnetism.

Author: Bradley Crouch.

Orators have the following class features:

#### Skills

An orator loses Appraise (Int), Knowledge (arcana) (Int), Knowledge (planes) (Int), and Use Magic Device (Cha) as class skills; instead, he gains Bluff (Cha), Diplomacy (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), and Sense Motive (Wis) as class skills.

**Improved Sympathetic Link (Ex):** Even at 1st level, orators understand that language defines how an individual thinks. As the First Language is very strict regarding intent, it helps to be able to think like that which is the target of one's recitations. When reciting a recitation that targets a creature, the orator gets +2 to his truenaming check if he shares a language with that creature. When targeting multiple creatures with a single recitation, the orator must share a language with all creatures targeted in order to gain this bonus. At 9th level and every nine levels beyond 9th, this bonus increases by +1, to a maximum of +4 at 18th level.

Spells, spell-like abilities, magic items, and supernatural abilities that grant the ability to speak and understand languages do not apply to this ability. A sympathetic link is not formed by being able to speak like a particular creature, but rather by being able to think like a particular creature. Magical language aids completely skip over this aspect of language and are responsible for much of the lack of sensitivity that exists in the world today. Simply put, if an orator doesn't put the time and study into learning a language the old-fashioned way, he has no knowledge that he can use in this manner.

This ability counts as sympathetic link for the purpose of qualifying for feats and prestige classes.

This ability modifies sympathetic link and replaces the inflection gained at 6th level.

**Browbeater Adept (Ex):** Starting at 4th level, an orator's choice of occupation has made him particularly thick-skinned when it comes to hostile rhetoric, as well as particularly adept in its use himself. He receives a +2 bonus to Intimidate checks made to demoralize. Further, the target Intimidate DC required to demoralize the orator is increased by +2. At 8th level and every four levels beyond 8th, the bonus to Intimidate Checks and the bonus to the target Intimidate DC are increased by +1, to a maximum of +6 at 20th level.

This ability replaces the inflection gained at 12th level.

**Prepare Speech (Ex):** Starting at 7th level, an orator has learned how to precisely choose his words for maximum effect. If he takes an hour to prepare a speech on a particular topic, he adds his Intelligence modifier to his Bluff or Diplomacy skill check made when delivering the speech.

This ability replaces the inflection gained at 18th level.

**Inflections:** At 13th level, the orator gains the following inflection.

Sympathetic Truenaming DC Modifier: +6 Malleability DC Modifier: +4

A recitation with this inflection affects all creatures within 15 feet of the primary target that share a race with that primary target. Half-breed creatures, such as half-orcs, count as both of their parentages, in this case orc and human, for the purpose of this recitation. This inflection can only be applied to recitations that target creatures.

This ability replaces overtone chanting.



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#### Savant of Heart and Mind (Archetype)

There's something to be said about being comfortable within one's own element. Thinking like a thing, as is necessary to learn the Codex of Artifice, or thinking like a place, as is necessary to learn the Codex of Far-flung Spheres, just isn't something certain truenamers can do. This by no means suggests that these individuals are intellectually inferior. As they would put it, they're simply too alive to think like a hammer or like a hill. Putting all of their focus in a single Codex, that of Heart and Mind, these individuals become true masters of the original tongue of life itself.

#### Author: Bradley Crouch.

Savants of Heart and Mind have the following class features:

#### Truemagic

This works like the truenamer class feature of the same name, with the following exceptions.

*Codex of Heart and Mind:* The Codex of Heart and Mind concerns itself with living creatures, a topic to which a savant of heart and mind feels a certain kinship. A savant of heart and mind begins play with three 1stlevel recitations from the Codex of Heart and Mind.

At each new truenamer level, a savant of heart and mind gains two recitations from the Codex of Heart and Mind for which he meets all of the prerequisites.

*Codex of Artifice:* A savant of heart and mind never gains access to the Codex of Artifice.

*Codex of Far-flung Spheres:* A savant of heart and mind never gains access to the Codex of Far-flung Spheres.

*Codex of the Realized Vision:* A savant of heart and mind never gains access to the Codex of Far-flung Spheres.

This modifies truemagic.

**The Pulse of Life:** A savant of heart and mind may choose to learn a recitation from the Codex of Heart and Mind a second time. If he does so, the Law of Finite Malleability only applies a +1 modifier to the truenaming DC of that recitation whenever it is recited. Further, in direct contradiction with the Law of Flowing Rhetoric, he may have up to two separate instances of the recitation in effect at any given time, not just one instance. Finally, the savant of heart and mind halves the Malleability DC Modifier of any inflection applied to a recitation he has learned twice, rounded up.

This ability replaces sympathetic link.

**Reciter's Vitality (Su):** Starting at 5th level, whenever the savant of heart and mind successfully recites a recitation from the Codex of Heart and Mind, he gains fast healing 1 for a number of rounds equal to the recitation level of that recitation. At 11th level and 17th level, the amount of fast healing gained in this manner increases by +1, to a maximum of fast healing 3 at 17th level.

If a qualifying recitation has the *terse* inflection applied to it, then the fast healing granted by this ability stacks with all other forms of fast healing.

If a qualifying recitation has the *complementary* inflection applied to it, then the remaining duration of the fast healing granted by this ability increases by +1 round whenever the remaining duration of that recitation increases due to the effects of that inflection.

This ability replaces linguistic familiarity.



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#### Truescribe (Archetype)

The truenamer concerns himself with the spoken word. This is understandable, as commanding the universe through the First Language is a totally oral tradition. Still, as is the case with anything that attracts the eccentric scholar, some individuals seek to learn and apply themselves via different means. Sometimes, this is done to complement their particular genius, though it is ofttimes done explicitly for the sake of being different.

The truescribe seeks to translate the First Language to a written form, ultimately making the transformation of the universe a possibility for everyone.

Author: Bradley Crouch.

Truescribes have the following class features:

**Scribe Recitation (Sp):** Starting at 1st level, the truescribe has devised a system of notation that can record all of the subtle linguistic qualities of the First Language. Whenever the truescribe spends an hour apologizing to the universe each day as part of the Law of Finite Malleability, she also has the ability to produce written recitations, otherwise known as recitation scrolls. Recitation scrolls are just like arcane or divine scrolls, save they record a recitation rather than a spell, have no cost to manufacture, must be a scroll of a recitation the truescribe knows how to recite herself, and are too obscure in nature to sell to the mass market.

A truescribe can prepare a recitation scroll for each codex she knows, but can only have one recitation scroll per codex at any one time. As such, if the truescribe already has a recitation scroll from the Codex of Heart and Mind, she cannot produce another one from the Codex of Heart and Mind, but can produce one from the Codex of Artifice with no issues. The truescribe has the option to destroy an old recitation scroll in order to allow herself to produce a new one now. Recitations scribed in this manner must be at least one recitation level lower than the highest recitation level the truescribe can recite, or be of the lowest recitation level possible for that codex. Further, the truenaming DC of the recitation to be recorded must be low enough that taking a 10 on the truenaming check results in a success. A truescribe always takes 10 on her truenaming checks when producing recitation scrolls, even if she would not normally be entitled to take 10 on the check.

A recitation scroll can be used by the truescribe in the same way a standard arcane or divine scroll is used. Like standard scrolls, a recitation scroll is consumed on use. Neither the production of nor the use of a recitation scroll triggers the Law of Finite Malleability. As what is said in Truespeech can vary widely depending on what the target is, the truescribe's notation system is ridiculously complicated by necessity and recitation scrolls produced in this manner cannot be used by anyone other than the manufacturer herself.

This ability replaces sympathetic link.

**Illuminating Manuscripts (Sp):** Starting at 2nd level, a truescribe becomes more adept at the production of recitation scrolls. In addition to the recitation scrolls granted by the scribe recitation class feature, the truescribe can prepare a 1st-level recitation scroll from the Codex of Heart and Mind whenever she prepares recitation scrolls. The same production and scroll reading guidelines apply.

A truescribe can only have one recitation scroll produced in this manner at any one time. Like recitation scrolls produced using the scribe recitation class feature, the truescribe has the option to destroy an old recitation scroll in order to allow herself to produce a new one now. Scrolls produced using illuminating manuscripts do not count against the truescribe for the purpose of the scribe recitation class feature. In other words, if the truescribe has a 1st-level recitation scroll from the Codex of Heart and Mind that she made using the illuminating manuscripts class feature, the fact that it is from the Codex of Heart and Mind does not hinder her ability to produce a scroll from the Codex of Heart and Mind using the scribe recitation class feature. The two scroll pools are totally separate.

Recitation scrolls produced in this manner share the same ridiculous notation system as recitation scrolls producted using the scribe recitation class feature. As a result, only the truescribe who made them can use them.

At 4th level and every two levels thereafter, the truescribe can prepare an additional 1st-level scroll in this fashion whenever she prepares recitation scrolls, to a maximum of 10 recitation scrolls at 20th level. Similarly, the number of recitation scrolls she can have produced in this manner at any one time increases by +1, to a maximum of 10 concurrent recitation scrolls at 20th level.

This ability replaces master of tongues.

**Written Erudite (Ex):** Starting at 5th level, a truescribe's mastery of the written word makes her resistant to abilities that rely upon it. She gets a +1 bonus to saving throws made against spells and abilities with a writing motif, such as *sepia snake sigil, symbol of pain* (and all like *symbol* spells), and *explosive runes*. This bonus to saving throws increases to +2 at 11th level and +3 at 17th level.

This ability replaces linguistic familiarity.

**Written Inflection (Sp):** Starting at 7th level, the truescribe can apply a single inflection to each of her recitation scrolls made with the scribe recitation or illuminating manuscript class features. This increases the truenaming DC of the recitation to be recorded, but still does not trigger the Law of Finite Malleability. The *terse* inflection cannot be applied to a recitation scroll.

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**Read That Before (Ex):** At 9th level, the truescribe is entitled to a Reflex saving throw to negate damage from the *explosive runes* spell.

**Truespeech Shorthand (Ex):** At 12th level, a truescribe has invented a shorthand methodology that makes her recitation scrolls significantly easier to read. If the truescribe shares her system with a willing creature, a process that requires 8 hours of instruction, that creature gains the ability to use the truescribe's recitation scrolls.

An instructed creature must make a DC 20 + recitation level Use Magic Device check in order to activate a recitation scroll. The inclusion of an inflection increases the DC of the Use Magic Device check by an amount equal to the Truenaming DC Modifier of the inflection. Instructed creatures with the ability to recite recitations of their own get +4 to this check. If this check is failed by any amount, the scroll is lost.

This ability replaces overtone chanting.



#### Tuneful Inflectionist (Archetype)

Born with the vocal gifts that make a star of an opera singer, tuneful inflectionists learn early on in their careers that the hardships other truenamers experience when they perform inflections simply do not apply to them. They are effectively hardwired for stressing and tonality, and even the most difficult of inflections have a musical quality when uttered from their throats.

"It's over when I sing." -Brynhild, tuneful inflectionist

Kickstarter Backer: Morgan Boehringer.

Author: Bradley Crouch.

Tuneful inflectionists have the following class features:

#### Inflections

A tuneful inflectionist gains a new inflection at 7th level, 13th level, and 19th level. These are in addition to the normal inflections she receives at 3rd level, 6th level, and so on. In addition, the tuneful inflectionist may select from the following inflections in place of a standard inflection.

*Clear* Truenaming DC Modifier: +12 Malleability DC Modifier: -1

A recitation with this inflection is loud, clear, and easy for the universe to interpret, effectively slowing the rate at which the Law of Finite Malleability builds up resistance to particular requests. Given the focus on producing perfectly-tuned content, the Law of Familiar Phrases does not apply to recitations which have this inflection applied to them. This inflection may only be applied to recitations whose recitation level is three or more lower than the highest recitation level the tuneful inflectionist can recite. A tuneful inflectionist must be at least 13th level to select this inflection.

*Delayed* Truenaming DC Modifier: +2 Malleability DC Modifier: +0

A recitation with this inflection does not take effect the moment the recitation is recited. Instead, the recitation's effects begin, with complete remaining duration, at the beginning of the tuneful inflectionist's next turn.

*Melodious* Truenaming DC Modifier: +4 Malleability DC Modifier: +2

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A recitation with this inflection may be dismissed at will by the reciter. Recitations that elicit an effect when their duration expires do not elicit an effect when dismissed. A tuneful inflectionist must be at least 7th level to select this inflection.

This ability replaces linguistic familiarity, master of tongues, and sympathetic link.



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#### Verminspeaker (Archetype)

Observing that their colleagues enjoy enhanced success when they understand how the mind of their target functions, some truenamers take this to the next level and seek to understand those who operate on pure instinct. As such creatures have no codified language of their own, verminspeakers tend to have less linguistic expertise than standard truenamers.

Author: Bradley Crouch.

Verminspeakers have the following class features:

#### Skills

A verminspeaker loses Linguistics (Int) and Knowledge (planes) (Int) as class skills; instead, he gains Handle Animal (Cha), Knowledge (nature) (Int), and Survival (Wis) as class skills.

**Influence Instinct (Ex):** At 1st level, a verminspeaker has begun to learn the various impulses that dictate the behavior of creatures of pure instinct. When reciting a recitation that targets a creature, the verminspeaker gets +2 to his truenaming check if that creature is mindless. When targeting multiple creatures with a single recitation, all creatures affected must be mindless in order to gain this bonus.

This ability replaces sympathetic link.

**Bonded Vermin (Su):** At 2nd level, the verminspeaker has gained the service of a particularly strong vermin. The creature must be a mindless vermin that is available to druids as an animal companion. This creature functions as a druid's animal companion, using the verminspeaker's level as her effective druid level, with the exception that the verminspeaker's animal companion does not get the share spells ability.

Vermin companions have no Intelligence score and possess the mindless trait. In spite of this, the verminspeaker's vermin companion may learn one trick, plus additional bonus tricks as noted on Table: Animal Companion Base Statistics. When a vermin animal companion gains an ability score increase (at 4 Hit Dice, 8 Hit Dice, and so on), the verminkeeper can apply this increase to the companion's Intelligence, changing it from — to 1, at which point the companion loses the mindless quality and is able to know up to 3 tricks per point of Intelligence, plus the aforementioned additional bonus tricks. Vermin companions have no skill points or feats as long as they have the mindless quality.

This ability replaces master of tongues and linguistic familiarity.

**Inflections:** At 6th level, the verminkeeper gains the following inflection.

Instinctive Truenaming DC Modifier: +2 Malleability DC Modifier: +2

If a recitation with this inflection is mind-affecting, then it affects mindless creatures even though they are normally immune to mind-affecting abilities. Creatures that are not mindless are immune to any mind-affecting recitation with this inflection.

This ability replaces the inflection gained at 6th level.



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#### **Class Level**

The character's effective druid level. The verminkeeper's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's statistics.

#### HD

This is the total number of eight-sided (d8) Hit Dice the animal companion possesses, each of which gains a Constitution modifier, as normal.

#### BAB

This is the animal companion's base attack bonus. An animal companion's base attack bonus is the same as that of a druid of a level equal to the animal's HD. Animal companions do not gain additional attacks using their natural weapons for a high base attack bonus.

#### Fort/Ref/Will

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These are the animal companion's base saving throw bonuses. An animal companion has good Fortitude and Reflex saves.

Class Level	HD	BAB	Fort Save	Ref Save	Will Save	Skills*	Feats*	Natural Armor Bonus	Str/ Dex Bonus	Bonus Tricks	Special
1st	2	+1	+3	+3	+0	2	1	+0	+0	1	Link
2nd	3	+2	+3	+3	+1	3	2	+0	+0	1	Ţ
3rd	3	+2	+3	+3	+1	3	2	+2	+1	2	Evasion
4th	4	+3	+4	+4	+1	4	2	+2	+1	2	Ability scor increase
5th	5	+3	+4	+4	+1	5	3	+2	+1	2	_
6th	6	+4	+5	+5	+2	6	3	+4	+2	3	Devotion
7th	6	+4	+5	+5	+2	6	3	+4	+2	3	_
8th	7	+5	+5	+5	+2	7	4	+4	+2	3	_
9th	8	+6	+6	+6	+2	8	4	+6	+3	4	Ability sco increase, multiattac
10th	9	+6	+6	+6	+3	9	5	+6	+3	4	_
11th	9	+6	+6	+6	+3	9	5	+6	+3	4	_
12th	10	+7	+7	+7	+3	10	5	+8	+4	5	_
13th	11	+8	+7	+7	+3	11	6	+8	+4	5	_
14th	12	+9	+8	+8	+4	12	6	+8	+4	5	Ability sco increase
15th	12	+9	+8	+8	+4	12	6	+10	+5	6	Improved evasion
16th	13	+9	+8	+8	+4	13	7	+10	+5	6	_
17th	14	+10	+9	+9	+4	14	7	+10	+5	6	_
18th	15	+11	+9	+9	+5	15	8	+12	+6	7	_
19th	15	+11	+9	+9	+5	15	8	+12	+6	7	_
20th	16	+12	+10	+10	+5	16	8	+12	+6	7	Ability sco increase



#### Skills

This lists the animal's total skill ranks. Animal companions can assign skill ranks to any skill listed under Animal Skills. If an animal companion increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. Animal companions with an Intelligence of 3 or higher can purchase ranks in any skill. An animal companion cannot have more ranks in a skill than it has Hit Dice.

Animal companions can have ranks in any of the following skills:

Acrobatics<sup>\*</sup> (Dex), Climb<sup>\*</sup> (Str), Escape Artist (Dex), Fly<sup>\*</sup> (Dex), Intimidate (Cha), Perception<sup>\*</sup> (Wis), Stealth<sup>\*</sup> (Dex), Survival (Wis), and Swim<sup>\*</sup> (Str).

All of the skills marked with an (\*) are class skills for animal companions. Animal companions with an Intelligence of 3 or higher can put ranks into any skill.

#### Feats

This is the total number of feats possessed by an animal companion. Animal companions should select their feats from those listed under Animal Feats. Animal companions can select other feats, although they are unable to utilize some feats (such as Martial Weapon Proficiency). Note that animal companions cannot select a feat with a requirement of base attack bonus +1 until they gain their second feat at 3 Hit Dice.

Animal companions can select from the following feats:

Acrobatic, Agile Maneuvers, Armor Proficiency (light, medium, and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus.

Animal companions with an Intelligence of 3 or higher can select any feat they are physically capable of using. GMs might expand this list to include feats from other sources.

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

#### Link (Ex)

A verminkeeper can handle his animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

#### Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

#### Devotion

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

#### Ability Score Increase (Ex)

The animal companion adds +1 to any one of its ability scores.

#### Multiattack

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

#### Improved Evasion (Ex)

When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.



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#### Qualon of discordia

Language shapes reality. The gender applied to the moon or whether a people calls its homeland the motherland or the fatherland says something important about them. By the same token, the harsh accents used in the First Language to describe the platypus says something important about how the universe views it. This structuring element of language determines the very thoughts of those who speak that language, for languages without the words for a concept make it difficult to think about that concept.

Though the revelation is one that would upset many truenamers, the First Language is incomplete. There are ideas and concepts that the universe itself dislikes and has made anathema by not including them in its syntax, or by making it fiendishly difficult to say if it must exist. In the halls of the truenamers, one can find those who have taken to digging about in the First Language. They prod at the universe to see how it reacts, twisting and breaking the most primal of tongues, then measure and control the universe's enraged backlash, simply because they can. These individuals are known as the scions of discordia.

Author: Thilo "Endzeitgeist" Graf.

**Role:** Like a truenamer, a scion of dicordia leverages her substantial editorial control over the universe through her talents in Truespeech and can typically be found away from brutish foes. A scion's focus on tearing apart established norms makes her less flexible than her peers, but the ability to actively direct the thrashings of an enraged universe is too powerful to discount.

**Alignment:** Any. Though scions of discordia poke at the universe to see what enrages it, the motivation for doing so varies from scientific curiosity to sadism and from the love of a practical joke to the love of control.

#### Hit Die: d6

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

#### **Class Skills**

The scion of discordia's class skills are Bluff (Cha), Craft (any) (Int), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Linguistics (Int), Perform (any non instrument-based), Profession (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

#### **Class Features**

All of the following are class features of the scion of discordia base class.

**Weapon Proficiency:** Scions of Discordia are proficient with simple weapons.

**Armor and Shield Proficiency:** Scions of discordia are not proficient with any form of armor or shield. The Truenaming DC of any recitation recited by a scion of discordia is increased by the armor check penalty of any armor and shield the scion is wearing. For example, a scion wearing an armor with an armor check penalty of -4 and a shield with an armor check penalty of -1 would increase all truenaming DCs by +5. If an armor or shield has no armor check penalty, it increases the truenaming DC by +1 instead. Armor or shields that are weightless or animated to take care of themselves do not penalize the scion's ability to recite in any way.

#### Truemagic

A scion of discordia's source of power is her encyclopedic, or rather dictionary-like, knowledge of the First Language, also known as Truespeech. Containing all things and concepts that will ever be, perfect knowledge of Truespeech would effectively mean perfect control over the universe itself. Though this is quite impossible for the limited mind of a mortal, there are those who devote their lives to learning even the tiniest fragment of what it has to offer and are capable of temporarily shifting the universe by reciting dozens of words and phrases on a daily basis.

A scion of discordia exercises her power over Truespeech through the use of recitations. Recitations resemble spells and represent knowledge of hundreds of variants of a core concept within the language. Through precise knowledge of her surroundings, the scion knows to recite the precise variant required to elicit an effect in a particular situation. It is this complication that makes learning the First Language a lifelong pursuit.

Recitations are broken into four codices based on the sort of noun they represent.

*Codex of Heart and Mind:* The Codex of Heart and Mind concerns itself with living creatures. Though life is a very complex phenomenon in the universe, it also tends to have fairly static names in the First Language. The resulting ease of recitation makes the Codex of Heart and Mind a primary source of a scion of discordia's power. Its recitations have two effects - one regular and one reverse.

A scion of discordia begins play with three 1st-level recitations from the Codex of Heart and Mind. At each new scion of discordia level that is not divisible by 3, a scion gains one recitation from the Codex of Heart and Mind for which she meets all of the prerequisites.

There are some who jest that, to be a scion of discordia, one requires an unsound, if regimented, mind. There may be a grain of truth to this. Whenever a scion of discordia successfully recites a recitation from the Codex of Heart and Mind, she rolls 1d8. On a natural 1, the opposite variant of the recitation takes effect. In other words, if she was trying to recite the normal variant, she actually got the reverse variant, and vice versa. When this occurs, the scion may immediately change the target of her recitation as a free action.



*Codex of Artifice:* The Codex of Artifice concerns itself with material things. Though the individual words used to describe material things are simple, small nicks and scratches, which are permanent and of excessive import from the point of view of that which cannot heal itself, can totally change the word that must be used. The Codex of Artifice makes up less of a scion of discordia's power than the Codex of Heart and Mind, but still represents a large portion of a scion's vocabulary. Its recitations have two effects - one regular and one reverse.

A scion of discordia gains access to the Codex of Artifice at 4th level. At 4th level, 6th level, and every three levels beyond 6th, she gains one recitation from the Codex of Artifice for which she meets all of the prerequisites.

There are some who jest that, to be a scion of discordia, one requires an scratched and chipped mind, that, while still a beautiful vessel, doesn't hold water as well as it once did. There may be a grain of truth to this. Whenever a scion of discordia successfully recites a recitation from the Codex of Artifice, she rolls 1d8. On a natural 1, the opposite variant of the recitation takes effect. In other words, if she was trying to recite the normal variant, she actually got the reverse variant, and vice versa. When this occurs, the scion may immediately change the target of her recitation as a free action.

*Codex of Far-Flung Spheres:* The Codex of Far-Flung Spheres concerns itself with places. As places are combinations of things with a set location with respect to other things, this codex requires a great deal of prior knowledge in order to begin studying it to any useful extent. As such, scions of discordia learn relatively few recitations from it and begin learning late in their careers.

A scion of discordia gains access to the Codex of Far-Flung Spheres at 8th level. At 8th level, 11th level, and every four levels beyond 11th, she gains one recitation from the Codex of Far-Flung Spheres for which she meets all of the prerequisites.

*Codex of the Realized Vision:* The Codex of the Realized Vision concerns itself with ideas. As ideas have the least form of all nouns, they are also the hardest to pin down with a concrete description in the First Language. Even the most accomplished scions of discordia learn very few recitations from this codex.

A scion of discordia gains access to the Codex of the Realized Vision at 10th level. At 10th level and every four levels beyond 10th, she gains one recitation from the Codex of the Realized Vision for which she meets all of the prerequisites.



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Table: Scion Recitations Known by Level										
	Codex									
Class Level	Heart and Mind	Artifice	Far-Flung Spheres	Realized Vision						
1st	3	-	-	-						
2nd	4	-	-	-						
3rd	4	-	-	-						
4th	5	1	-	-						
5th	6	2	-	-						
6th	6	2	ī	Ĩ						
7th	7	2	-	-						
8th	8	2	1	1						
9th	8	3	1	-						
10th	9	3	1	1						
11th	10	3	2	1						
12th	10	4	2	1						
13th	11	4	2	1						
14th	12	4	2	2						
15th	12	5	3	2						
16th	13	5	3	2						
17th	14	5	3	2						
18th	14	6	3	3						
19th	15	6	4	3						
20th	16	6	4	3						

Table: Truenaming DCs by Recitation Level									
Recitation Level	Truenaming DC	Defensive Truenaming DC							
1st	10	15							
2nd	13	18							
3rd	16	21							
4th	19	24							
5th	22	27							
6th	25	30							



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Recitations (Sp): A scion of discordia can recite a recitation as a standard action that provokes attacks of opportunity. In order for her recitation to be successful, she must succeed on a DC 7 + 3 x the recitation's recitation level truenaming check. (See Table: Truenaming DCs by Recitation Level) To make a truenaming check, roll 1d20 + the scion of discordia's class level + the scion of discordia's Intelligence modifier. On a failed truenaming check, the recitation is not recited, the scion of discordia's action is wasted, and she incurs the penalties described by the Law of Croaking Failure.

A scion of discordia can choose to recite "on the defensive". When reciting on the defensive, the scion of discordia does not provoke an attack of opportunity, but the truenaming DC is increased by +5 to reflect the enhanced difficulty of the task. (See Table: Truenaming DCs by Recitation Level) On a failed truenaming check, the recitation is not recited, the scion of discordia's action is wasted, she incurs the penalties described in the Law of Croaking Failure, and she provokes an attack of opportunity.

All recitations have verbal components. To learn or recite a recitation, a scion of discordia must have an Intelligence score equal to at least 10 + the recitation level. The Difficulty Class (DC) for a saving throw against a scion of discordia's recitation is 10 + the recitation level + the scion of discordia's Intelligence modifier.

All recitations have a recitation level, which represents just how accomplished a scion of discordia must be to have the vocabulary to use it in the first place. A scion of discordia begins play able to recite 1st level recitations. At 4th level, a scion of discordia can recite 2nd level recitations. At 7th level she can recite 3rd level recitations. For every three scion of discordia levels beyond 7th, the highest recitation level she can recite increases by +1, to a maximum of 6th level recitations at 16th level.

As pedestrian magic is a subset of truemagic, the proper application of pedestrian magic can counter a recitation. Each recitation has a "similar school" listing. Any spell of that school whose spell level is greater than or equal to the recitation level of the attempted recitation can be used to counterspell that recitation. This can be particularly devastating for the scion of discordia, as counterspelling triggers The Law of Flowing Rhetoric. Treat the scion's class level as her caster level for the purpose of dispel magic and other such effects.

Similarly, spells, feats, and abilities that interact with the school of magic listed in a recitation's similar school listing affect that recitation as though it were a spell. For example, a scion of discordia can take the Spell Focus (evocation) feat and have it apply to all of her recitations that have evocation listed as the similar school.

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Interjection Games

If a spell or ability affecting the scion of discordia increases concentration DCs, then her truenaming DCs increase by half that amount. Further, spells and abilities that trigger when a spell is cast, such as the Spellbreaker feat, trigger when a recitation is recited. When dealt damage before a recitation is completed, the truenaming DC increases by the amount of damage taken. A scion of discordia's recitations have a 20% failure chance when she is deafened, but other situations that require concentration checks of standard spellcasters do not affect a scion of discordia.

Unlike truenamers, scions of discordia never retrain recitations. There's simply too much work invested in learning the proper insults for each one.

Recitations follow four universal laws.

#### The Law of Croaking Failure

The Law of Croaking Failure is the backlash of the universe upon those who draw its attention, then fail to clearly state what it is they want. Whenever the reciter fails a truenaming check, she takes a penalty to truenaming checks equal to the level of the recitation failed for 5 rounds. This penalty does not stack. While afflicted in this manner, the reciter cannot speak above a whisper.

#### The Law of Familiar Phrases

The Law of Familiar Phrases is one of the primary reasons why attempting to learn small fragments of such a complex language is viable at all. Whenever the reciter recites a recitation whose recitation level is at least one lower than the highest recitation level she can recite, the reciter can take 10 on her truenaming check.

#### The Law of Flowing Rhetoric

The Law of Flowing Rhetoric forbids a scion of discordia from having two instances of a particular recitation in effect at one time. In other words, if the scion of discordia recites alter blade, which has a duration of 5 rounds, she cannot recite alter blade again until those 5 rounds have passed. If a recitation is negated by a saving throw, counterspelled, or dispelled by any means, the scion of discordia still cannot attempt to recite the recitation again until a period of time equal to the recitation's duration has elapsed between attempts. If a recitation is not successfully recited, the Law of Flowing Rhetoric is not triggered.

#### The Law of Finite Malleability

The Law of Finite Malleability is a measure of the patience of the universe. As a scion of discordia runs around demanding the same thing of the universe over and over, it tends to get a bit fed up with her. Each time the scion of discordia successfully recites a recitation, the truenaming DC of that recitation increases by +2. The scion of discordia may spend an hour apologizing to the universe each morning, much like how typical spellcasters study their spellbooks, in order to reset the Law of Finite Malleability to its starting state, +0.

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Discordant Zone (Sp): At 1st level, a scion of discordia can choose to insert a choice insult directed at the universe into any recitation she recites. She must decide to do so before rolling the truenaming check for that recitation. If she succeeds on her truenaming check, the universe, which had been listening for instructions regarding how the local area should be changed, reacts violently.

Rather than produce the recitation's normal effects, the enraged universe produces a Discordant Zone centered upon the scion of discordia. The radius of this Discordant Zone is equal to 10 feet + 5 feet per recitation level of the recitation used to insult the universe. This Zone persists for recitation level + Charisma modifier rounds, and the scion of discordia is considered under the effects of the Law of Croaking Failure as though she had failed to recite the recitation used to create the Discordant Zone for as long as that Zone persists. Additionally, the Law of Finite Malleability treats the creation of a Discordant Zone as though it were a successful use of that recitation and the Law of Flowing Rhetoric disallows the reciting of the recitation used to spawn a Discordant Zone for as long as the Zone persists. If the recitation level of the recitation used to produce the Discordant Zone is not the highest recitation level the scion can recite, an additional +2 Malleability DC Modifier is applied to the recitation, for a total of +4. A scion of discordia can only have one Discordant Zone at any one time.

A scion of discordia may dismiss her Discordant Zone as a standard action. The universe does not forgive easily and prematurely dismissing the Discordant Zone adds a further +2 Malleability DC Modifier to the recitation used to establish it. A dispelled Discordant Zone imposes no such penalty.

A Discordant Zone is invisible to the naked eye, but projects a palpable sense of malice and wrongness that tingles up the spine of anyone within its area of effect. Discordant Zones have a magical aura that can be detected with spells such as *detect magic*, but they do not register as belonging to any school of magic. Despite this lack of a school, dispel magic and other such abilities can remove a Discordant Zone. Treat the scion of discordia's class level as her caster level for the purpose of such effects. Prestige classes that contribute to the scion of discordia's class level for the purpose of determining the highest recitation level she can recite also contribute to her class level for the purpose of determining how difficult her Discordant Zones are to dispel. A Discordant Zone cannot be counterspelled.

When the scion of discordia establishes a Discordant Zone, she receives discordance points, representing her ability to direct the power of the universe's backlash rather than letting it rip her apart, equal to twice the recitation level of the recitation used to generate the Discordant Zone. She must expend all of these points immediately to modify the Discordant Zone. Each modification has a discordance point cost.

The Discordant Zone can be modified in the following ways:

Arcane Backlash Discordance Point Cost: 1

Arcane spells with a verbal component cast within the area of the Discordant Zone require a DC 10 + the recitation level of the recitation used to generate the Discordant Zone concentration check to cast. On a failed concentration check, the spell is lost.

Communication Breakdown **Discordance Point Cost: 1** 

Creatures within the area of the Discordant Zone take a penalty to Bluff, Diplomacy, Intimidate, Spellcraft, and Use Magic Device skill checks equal to the recitation level of the recitation used to generate the Discordant Zone. Linguistic checks made regarding the spoken word, not the written word, as well as Perception checks made to listen, are also penalized in this fashion.



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Condition Dispersal Discordance Point Cost: X; see text

When establishing her Discordant Zone, the scion of discordia may expend discordance points to attempt to transfer a temporary condition from one creature within the area of the Zone to another creature within the area of the Zone. The new recipient gains the chosen temporary condition with a DC 10 + 1/2 the scion's class level + the scion's Charisma modifier Will save to negate the transfer. This ability cannot be used multiple times per Discordant Zone and conditions that do not themselves call for saving throws cannot be transferred in this fashion.

At 1st level, a scion of discordia can move the following conditions to a new subject. She must expend 1 discordance point to do so.

Dazzled, Fatigued, or Shaken.

At 7th level, a scion of discordia can move the following conditions to a new subject. She must expend 2 discordance points to do so.

Blinded, Deafened, Frightened, or Sickened.

At 13th level, a scion of discordia can move the following conditions to a new subject. She must expend 3 discordance points to do so.

Cowering, Exhausted, Nauseated, or Panicked.

At 17th level, a scion of discordia can move the following condition to a new subject. She must expend 4 discordance points to do so.

Feebleminded.



If your home campaign includes psionics, ethermagic, or some another form of nonstandard magic, feel free to add a system-specific Backlash ability to the Discordant Pool abilities granted at 1st level, as well as associated talents.



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Recitation Level Know
1st	+0	+0	+0	+2	Codex of heart and mind, discordant zone, recitations, truemagic	1
2nd	+1	+0	+0	+3	Talent of discordia	1
3rd	+1	+1	+1	+3	Inflection	1
4th	+2	+1	+1	+4	Codex of artifice, talent of discordia	2
5th	+2	+1	+1	+4	Variable recitation	2
6th	+3	+2	+2	+5	Mobile discordia (30 ft.), talent of discordia	2
7th	+3	+2	+2	+5	Codex of far-flung spheres	3
8th	+4	+2	+2	+6	Inflection, talent of discordia	3
9th	+4	+3	+3	+6	Mobile discordia (40 ft.)	3
10th	+5	+3	+3	+7	Codex of the realized vision, talent of discordia	4
11th	+5	+3	+3	+7	Variable recitation	4
12th	+6/+1	+4	+4	+8	Mobile discordia (50 ft.), talent of discordia	4
13th	+6/+1	+4	+4	+8	Inflection	5
14th	+7/+2	+4	+4	+9	Talent of discordia	5
15th	+7/+2	+5	+5	+9	Mobile discordia (60 ft.)	5
16th	+8/+3	+5	+5	+10	Talent of discordia	6
17th	+8/+3	+5	+5	+10	Variable recitation	6
18th	+9/+4	+6	+6	+11	Inflection, talent of discordia	6
19th	+9/+4	+6	+6	+11	Mobile discordia (swift, 20 ft.)	6
20th	+10/+5	+6	+6	+12	Avatar of discordia, talent of discordia	6

#### *Counterspell Pool* Discordance Point Cost: X; see text

When establishing her Discordant Zone, the scion of discordia may expend any number of discordance points. For each discordance point spent in this manner, the scion gains a counterspell point. Counterspell points last for the duration of the Discordant Zone and are lost when the Zone ceases to be. As an immediate action, the scion may counter any spell with a verbal component whose caster, target, or area of effect is at least partially within the area of the Discordant Zone by expending a number of counterspell points that meets or exceeds the spell level of that spell. If a caster is within the area of her Discordant Zone, the scion innately knows how many counterspell points it would require to counter any spell the caster attempts to cast; otherwise, she must either guess or identity the spell through some other means. If she expends less counterspell points than the spell level of the spell she wanted to counter, the spell is unhindered and her counterspell points are lost.

Starting at 4th level, the scion of discordia's gains 1 counterspell point at the beginning of her turn, to a maximum of the number of discordance points originally invested in this ability. At 10th and 16th level, she gains an additional counterspell point at the beginning of her turn, to a maximum of 3 counterspell points at 16th level.

*Divine Backlash* Discordance Point Cost: 1

Arcane spells with a verbal component cast within the area of the Discordant Zone require a DC 10 + the recitation level of the recitation used to generate the Discordant Zone concentration check to cast. On a failed concentration check, the spell is lost.

*Truenaming Backlash* Discordance Point Cost: 1

The DC of truenaming checks made within the Discordant Zone is increased by an amount equal to half the penalty currently imposed upon the scion by the Law of Croaking Failure, rounded up.

**Talents of Discordia:** As a scion of discordia gains experience, she learns new ways to channel the power of the universe's backlash. Starting at 2nd level, a scion of discordia gains one talent of discordia. She gains gains an additional talent of discordia for every two levels of scion of discordia attained after 2nd level. A scion cannot select an individual talent more than once.

Talents with the zone descriptor or talents with an associated cost that modify another talent are optional - the scion must choose to add it to the Discordant Zone. All other talents are passive and always apply, if applicable. A talent with a plus (+) in the discordant point cost modifies the cost of another talent with the zone descriptor. Talents that modify other Discordant Zone abilities state so in the Modifies: line item. A full listing of talents of discordia begins on page 27.

**Inflections:** Starting at 3rd level, a scion of discordia gains the ability to stress the syllables of a recitation in a specific manner, a process known as inflecting. Doing so increases the recital time of the recitation to a full-round action that provokes attacks of opportunity, but adds an effect to that recitation depending on the inflection used. A scion may only apply a single inflection to any individual recitation. Select an inflection from the list below. At 8th level and every five levels thereafter, the scion of discordia selects an additional inflection from this list.

The Scion of Discordia

Not all inflections are created equal. Some inflections are simply harder for a scion of discordia to perform than others, if only because of the particular way the vocal cords must be used. Each inflection has a line labeled "Truenaming DC Modifier". The value listed on this line is how much the truenaming DC of a recitation is increased if that inflection is applied to the recitation.

Most inflections are frowned upon by the universe itself, if only because the universe gets annoyed when somebody demands something specific of it. Each inflection has a line labeled "Malleability DC Modifier". This value is applied to the Law of Finite Malleability. For example, as the DC of a recitation normally increases by +2 every time it is successfully recited, an inflection with a Malleability DC Modifier of +2 would make the DC of the recitation increase by a total of +4.

-Kinetic

Truenaming DC Modifier: +2 Malleability DC Modifier: +2

When selecting this inflection, choose one of the family of inflections listed below. A recitation with the chosen inflection that normally deals acid, cold, electric, fire, or sonic damage deals damage of the chosen inflection's type instead. This inflection can be taken multiple times. Each time, choose a different member of the family of inflections.

The energy type and name of each member of this family of inflections is listed below.

Acid = Oxykinetic Cold = Cryokinetic Electric = Electrokinetic Fire = Pyrokinetic Sonic = Sonukinetic

Amplified Truenaming DC Modifier: +2 Malleability DC Modifier: +2

A recitation with this inflection is treated as though all variable, numeric effects are increased by half, including bonuses to those dice rolls.

Booming Truenaming DC Modifier: +2 Malleability DC Modifier: +0

A recitation with this inflection has its range increased by +30 feet.

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< { Caterwauling Truenaming DC Modifier: +3 Malleability DC Modifier: +3

A recitation with this inflection is treated as though all variable, numeric effects are maximized. Saving throws and opposed rolls are not affected, nor are recitations without random variables. A scion of discordia must be at least 13th level to select this inflection.

Cheery Truenaming DC Modifier: +0 Malleability DC Modifier: +1

A recitation with this inflection dazzles those it targets for 1d4 rounds with no saving throw allowed. The recitation must normally affect a single creature or object, not an area, in order for this inflection to have any effect, and even then most objects can't be dazzled.

Complementary Truenaming DC Modifier: +2 Malleability DC Modifier: +1

A recitation with this inflection increases the remaining duration of the reciter's other ongoing recitations that themselves have this inflection by +1 round.

Disruptive Truenaming DC Modifier: +2 Malleability DC Modifier: +1

A recitation with this inflection reduces the remaining duration of the reciter's other ongoing recitations that also have this inflection by -1 round.

Echoing

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Truenaming DC Modifier: +6 Malleability DC Modifier: +2

A recitation with this inflection takes a -2 penalty to the Difficulty Class of any saving throw it calls for, but affected creatures must roll twice and take the lowest result. A scion of discordia must be at least 13th level to select this inflection.

Menacing Truenaming DC Modifier: +4 Malleability DC Modifier: +0

Only recitations whose effects are totally negated on a successful saving throw can use this inflection. A recitation with this inflection deals 1d6 points of damage per recitation level to the subject if the subject succeeds on its saving throw. This is a force effect.

Muffled Truenaming DC Modifier: +2 Malleability DC Modifier +2

A recitation with this inflection can only be countered by a spell whose spell level is two or more greater than the recitation's recitation level. A scion of discordia must be at least 18th level to select this inflection.

Omnipresent Truenaming DC Modifier: +4 Malleability DC Modifier: +3

A recitation with this inflection affects any three valid targets within range. If combined with the stereo inflection using overtone chanting, they affect a total of four valid targets within range. A scion of discordia must be at least 13th level to select this inflection.

Penetrating Truenaming DC Modifier: +0 Malleability DC Modifier: +0

A recitation with this inflection gets a +2 bonus to caster level checks made to penetrate spell resistance and other effects that negate magic on a failed caster level check, such as a clay golem's cursed wound ability; however, the Difficulty Class of any saving throw called for by a recitation with this inflection takes a -2 penalty.

Resonant Truenaming DC Modifier: +4 Malleability DC Modifier: +2

A recitation with this inflection affects all valid targets within 10 feet of a primary target. The recitation must normally affect a single creature or object, not an area, in order for this inflection to have any effect. A scion of discordia must be at least 8th level to select this inflection.



Stereo Truenaming DC Modifier: +2 Malleability DC Modifier: +2

A recitation with this inflection affects any two valid targets within range. If combined with the omnipresent inflection using overtone chanting, they affect a total of four valid targets within range.

#### Terse

Truenaming DC Modifier: +6 Malleability DC Modifier: +4

A recitation with this inflection is not recited as a fullround action. Instead, it is recited as a swift action. This inflection cannot be used with the overtone chanting class feature. A scion of discordia must be at least 13th level to select this inflection.

Trailing Truenaming DC Modifier: +2 Malleability DC Modifier: +2

The duration of a recitation with this inflection is doubled.



The Scion of Discordia



*Truncated* Truenaming DC Modifier: +4 Malleability DC Modifier: +0

Only recitations that have no effect until their duration ends can use this inflection. A recitation with this inflection has a duration of instantaneous; however, once recited in this fashion, a corollary of the Law of Flowing Rhetoric makes it so that recitation cannot be recited again for 1 minute. A truenamer must be at least 6th level to select this inflection.

*Vengeful* Truenaming DC Modifier: +4 Malleability DC Modifier: +0

If the target of a recitation with this inflection makes its saving throw against the recitation, then the target takes a -2 penalty to its next saving throw against a recitation. This effect lasts for 5 rounds or until used.

*Whispering* Truenaming DC Modifier: +2 Malleability DC Modifier: +0

A recitation with this inflection has its range reduced by -30 feet, but the Difficulty Class of any saving throw called for by the recitation is increased by +2.

**Mobile Discordia (Su):** At 6th level, the scion of discordia's Discordant Zone becomes mobile. Once per round as a move action, she may direct it to move up to 30 feet in any given direction, provided she has line of effect to the target area. The Discordant Zone can move with perfect maneuverability in three dimensions and ignores all magical and non-magical obstructions, save those with the force descriptor, such as a *wall of force*. When not directed by the scion, the Discordant Zone simply stays in place. The movement rate of the Discordant Zone increases by +10 feet at 9th level and every 3 levels thereafter, to a maximum of 60 feet at 15th level.

At 19th level, the scion of discordia may actively direct her Discordant Zone as a swift action; however, this hasty direction only allows her to move the Zone 20 ft. in any given direction rather than its normal speed. If she directs her Discordant Zone as a swift action, she may not direct it as a move action that round.

**Variable Recitation (Sp):** At 5th level, a scion of discordia gains a 1st-level variable recitation slot. Whenever she apologizes to the universe to reset the Law of Finite Malleability each day, she chooses a recitation she does not know in a codex to which she has access whose recitation level matches the level of one of her variable recitation slots. She now knows the chosen recitation. The next time she apologizes to the universe to reset the Law of Finite Malleability, she loses all knowledge of the chosen recitation.

At 11th level, a scion of discordia gains a 2nd-level variable recitation slot, and, at 17th level, she gains a 3rd-level variable recitation slot. Avatar of Discordia (Su): At 20th level, a scion of discordia becomes one with the forces of dissension and distortion - all the insults thrown to the multiverse, all the curveballs and near-death encounters finally pay off in one final power of true refutation, one ultimate metaphysical expletive. Choose one ability from the list below.

*Death of Magic:* Treat the scion of discordia's Discordant Zone as an *antimagic field* with an effective caster level of 20th that affects all creatures save the scion herself.

Rewind: The scion of discordia may reject reality and substitute her own. Once per day, as a move action, the scion of discordia may shatter reality itself and reassemble it largely as it was a few moments in the past. She "replays" the previous round of activity. The scion's denial regresses time to the beginning of the round just before the round in which she used this ability. Small transcription errors should be expected when reality is shattered and reassembled, particularly when the universe would love it if it could just erase you, and the Game Master does not have to remember exactly what happened on the previous round (but should play it fairly close). Discrepancies of position, the actions of other PCs and NPCs, die rolls, and exact hit point total may vary slightly from the last time this all went down. When the scion rewinds time in this manner, she retains knowledge of the next round of activity and can attempt to communicate that knowledge to anyone around her or otherwise act on knowledge of the immediate future. Based on her actions, the round could play out completely differently.

*Teleporting Zone:* The scion of discordia's Discordant Zone no longer floats to its destination when directed to move by the mobile discordia class feature. It teleports. While teleporting, the Discordant Zone ignores all spells and effects that normally prohibit teleportation and can be placed in the midst of all magical and non-magical obstructions, save those with the force descriptor, such as a *wall of force*. The Zone may, however, be teleported behind such obstructions.

In addition, the Zone's directed movement rate increases by +20 feet, to a base rate of 80 feet when directed as a move action and 40 feet as a swift action.

*True Ka-Tet:* Whenever a scion of discordia with this ability enhances her Discordant Zone with a talent of discordia with "selective" in its name, decrease the discordance point cost of the talent the "selective" talent modifies by -1, to a minimum of 0.

*Wild Card:* Once per day, the scion of discordia can learn two bonus talents of discordia as a full-round action that provokes attacks of opportunity. She retains knowledge of the chosen two talents until the next time she uses this ability, at which point she promptly forgets them before choosing two new bonus talents to replace them. In effect, the scion of discordia loses the bonus talents this ability granted her in exchange for the new ones. She still has to meet all prerequisites for the talents of discordia chosen.

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#### Talents of Discordia

#### Additional Discordance

Whenever the scion of discordia establishes a Discordant Zone using a recitation of the highest level she can recite, she receives an additional discordance point. A scion of discordia must be at least 4th level to select this talent.

#### Advanced Discordance

Whenever the scion of discordia establishes a Discordant Zone, she receives an additional discordance point. This does not stack with additional discordance. A scion of discordia be at least 10th level and know the additional discordance talent to select this talent.

Anti-magic Bulwark (Zone) Discordance Point Cost: 6

The scion of discordia insults the nature of magic itself and snubs the forces of arcane and divine magic within her Zone. All creatures within the Discordant Zone gain spell resistance equal to 11 + the scion's class level. For example, an 8th level scion of discordia grants all creatures within her Zone spell resistance 19. This spell resistance cannot be voluntarily lowered. A scion of discordia must be at least 8th level and know the spell resistance erosion talent to select this talent.

Anti-magic Bulwark, Selective Discordance Point Cost: +2 Modifies: Antimagic bulwark

The scion of discordia may exclude a number of target creatures not to exceed her Charisma modifier from the effects of the anti-magic bulwark talent. A creature need only be in the scion's line of sight to be targeted. A scion of discordia must know the anti-magic bulwark talent to select this talent.

Apprentice Embargo (Zone) Discordance Point Cost: 2

All 1st-level spells or spell-like abilities cast within a Discordant Zone automatically fail as if the caster had failed a concentration check. Ongoing effects of 1st-level spells that come in contact with the Discordant Zone are immediately dispelled. A scion of discordia must know the cantrip embargo talent and be at least 8th level to take this talent.

Cantrip Embargo (Zone) Discordance Point Cost: 1

All cantrips, orisons, and other oth-level spells or spelllike abilities cast within a Discordant Zone automatically fail as if the caster had failed a concentration check. Ongoing effects of o-level spells that come in contact with the Discordant Zone are immediately dispelled. Chaotic Dispersion (Zone) Discordance Point Cost: 4

The scion of discordia insults the universe so viciously that the universe deems those nearby guilty by association. Whenever an enemy spellcaster casts a single-target spell or spell-like ability targeting the scion of discordia or one of her allies within the Discordant Zone, the foe nearest the spell's target is also affected. Chaotic dispersion can only be triggered once per round. A scion of discordia has to be at least 10th level and know the anti-magic bulwark talent to select this talent.

*Continual Counterspelling* Modifies: Counterspell pool class feature

Whenever the scion of discordia expends counterspell points, but fails to successfully counterspell a spell, she gains counterspell points equal to the number expended in this fashion. A scion of discordia must be at least 6th level to select this talent.

*Counterspelling Specialist* Modifies: Counterspell pool class feature

Whenever the scion of discordia expends discordance points on the counterspell pool class feature, she receives 1 additional counterspell point, increasing her starting pool size. This talent may be taken multiple times. Each time, the required class levels in the scion of discordia base class increases by +4. A scion of discordia must be at least 4th level to select this talent.

Deflect Missiles (Zone) Discordance Point Cost: 3

Discordant Zones that have this talent applied sport a distortion field that makes hitting targets with ranged weapons difficult. All creatures within the Discordant Zone gain the benefits of the Deflect Arrows feat, with the exception that a free hand is not required to deflect projectiles. Exceptional projectiles, such as bolts fired by siege weaponry or hurled boulders, cannot be deflected in this manner. A scion of discordia must be at least 6th level to select this talent.

*Deflect Missiles, Improved* Discordance Point Cost: +2 Modifies: Deflect missiles

When the scion of discordia adds the deflect missiles talent to her Discordant Zone, she may enhance the effects of that talent, allowing it to deflect exceptional projectiles, such as bolts fired by siege weaponry or hurled boulders. Ammunition that cannot physically fit anywhere except for on top of the target, such as a boulder thrown down a pit, cannot be deflected. In addition, all creatures that benefit from the deflect missiles talent receive a +4 dodge bonus to AC against rays. A scion of discordia must know the deflect missiles talent and be at least 10th level to select this talent.

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*Dimensional Fixture (Zone)* Discordance Point Cost: 2

Scions of discordia can selectively lock down certain kinds of magic rather than all of it at once. All creatures within the area of the Discordant Zone are subject to the effects of the *dimensional anchor* spell. A scion of discordia must be at least 6th level to take this talent.

*Dimensional Fixture, Improved* Discordance Point Cost: +2 Modifies: Dimensional fixture

When the scion of discordia adds the dimensional fixture talent to her Discordant Zone, she may work to make those effects sticky. Creatures that leave the Discordant Zone remain subject to the effects of the *dimensional anchor* spell for 1 round. A scion of discordia must know the dimensional fixture talent to take this talent.

*Dismissing Zone (Zone)* Discordance Point Cost: 4

A Discordant Zone modified by this talent forces any creature summoned by a conjuration (summoning) or conjuration (calling) spell or spell-like ability that comes in contact with it back to its proper plane with a DC 10 + the recitation level of the recitation used to establish the Discordant Zone + the scion's Charisma modifier Will save to negate. A creature that successfully saves against this talent is immune to the scion's dismissing zone for 24 hours. A scion of discordia must be at least 10th level to select this talent.

*Dismissing Zone, Improved* Discordance Point Cost: +4 Modifies: Dismissing zone

When the scion of discordia adds the dismissing zone talent to her Discordant Zone, she may enhance the effects of that talent, forcing any extraplanar creature that comes in contact with it back to its proper plane, not just those summoned or called by conjuration (summoning) or conjuration (calling) spells or spell-like abilities. This otherwise follows all rules for the dismissing zone talent. A scion of discordia must know the dismissing zone talent to select this talent.

*Effective Counterspell* Modifies: Counterspell pool class feature

Whenever the scion of discordia successfully counters a spell with the counterspell pool class feature, she gains 1 counterspell point. A scion of discordia must be at least 8th level to select this talent.

*Expanded Zone (Zone)* Discordance Point Cost: Number of times taken

The radius of the scion of discordia's Discordant Zone increases by +5 feet. A scion of discordia must be at least 8th level to choose this talent. This talent may be taken multiple times. Each time, the required levels in the scion of discordia class increases by +6.

*Fate Damper (Zone)* Discordance Point Cost: 1

Some scions of discordia know how to manipulate the threads of fate that make those incredibly lucky strikes, the sort that fells dragons and allows kobolds to kill legendary heroes, work. All weapons wielded by creatures within the Discordant Zone have their threat range decreased by -1. For example, a rapier with a critical threat range of 18-20 becomes 19-20 instead. A critical threat range of 20 remains 20. This penalty is applied after multiplicative effects, such as the *keen* weapon ability, have been applied. Projectile weapon attacks are subject to this penalty if the either the firer or the target are within the Discordant Zone.

*Fate Damper, Selective* Discordance Point Cost: +1 Modifies: Fate damper

The scion of discordia may exclude a number of target creatures not to exceed her Charisma modifier from the effects of the fate damper talent. A creature need only be in the scion's line of sight to be targeted. A scion of discordia must know the fate damper talent to select this talent.

Indiscriminate Backlash (Su) Modifies: All "backlash" talents

Whenever the scion of discordia adds the arcane backlash, divine backlash, or truenaming backlash talent (or any of the backlashes added to the talents list to address the inclusion of exotic magic systems, such as psionics) to her Discordant Zone, she adds ALL other known backlashes to her Discordant Zone without paying their discordant point cost. By extension if she adds any talents that improve these backlashes, she adds all corresponding talents that she knows to her Discordant Zone without paying their discordant point cost. She may no longer add these abilities separately. A scion of discordia must be at least 10th level to select this talent.

*Inertia (Zone)* Discordance Point Cost: 2

The scion of discordia insults the part of the First Language responsible for land and sky. All movement (including flight through air, swimming, etc.) within the Discordant Zone is treated as if moving through difficult terrain.

*Inertia, Improved* Discordance Point Cost: +2 Modifies: Inertia

When the scion of discordia adds the inertia talent to her Discordant Zone, she may enhance it. Creatures within the Discordant Zone that attempt to perform a readied action must succeed on a DC 10 + the recitation level of the recitation used to establish the Discordant Zone + the scion's Charisma modifier Reflex save or lose that action. A scion of discordia must be at least 6th level and know the inertia talent to select this talent.

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*Inertia, Selective* Discordance Point Cost: +2 Modifies: Inertia

The scion of discordia may exclude a number of target creatures not to exceed her Charisma modifier from the effects of the inertia talent. A creature need only be in the scion's line of sight to be targeted. A scion of discordia must know the inertia talent to select this talent.

*Immunity Erosion (Zone)* Discordance Point Cost: 4

When adding this talent to a Discordant Zone, choose acid, cold, electricity, fire, or sonic. All creatures within the Discordant Zone that are normally immune to the chosen damage type are no longer immune, but have resistance 50 against that energy type instead. Spells and abilities that prevent a set amount of energy damage, such as the *protection from energy* spell, are suppressed while within the Discordant Zone. Immunity is removed before resistance reductio applies. A scion of discordia must know the resistance erosion, improved talent and be at least 12th level to select this talent.

*Memento Mori (Zone)* Discordance Point Cost: 3

A sense of finality and death pervades the Discordant Zone. Creatures damaged while standing within the Discordant Zone are wounded in a way that baffles mundane medicine. Until healed to maximum hit points, all those who make a Heal check to perform first aid on a target wounded in the Zone take a -5 penalty to do so. Furthermore, all magical and supernatural healing effects, including, but not restricted to potions, spells, channel energy, etc. used within or partially overlapping with the Discordant Zone heal for only half their normal hit points if the recipient fails a DC 10 + 1/2 the scion of discordia's class level + the scion's Charisma modifier Fortitude save. A scion of discordia must be at least 4th level to select this talent.

*Memento Mori, Improved* Discordance Point Cost: +2 Modifies: Memento mori

When the scion of discordia adds the memento mori talent to her Discordant Zone, she may enhance it. damaged while standing Creatures within the Discordant Zone are wounded in a way that baffles mundane medicine. Until healed to maximum hit points, all those who make a Heal check to perform first aid on a target wounded in the Zone take a -10 penalty to do so. Furthermore, all magical and supernatural healing effects used within or partially overlapping with the Discordant Zone heal only the minimum amount of hit points or half their normal hit points, whichever is lower, if the recipient fails a DC 10 + 1/2 the scion of discordia's class level + the scion's Charisma modifier Fortitude save. The effects of this talent alter the memento mori talent and do not stack with it. A scion of discordia must know the memento mori talent and be at least 10th level to select this talent.

Regeneration Erosion (Zone) Discordance Point Cost: 2

Creatures within the scion's Discordant Zone have their fast healing and regeneration reduced by an amount equal to her Charisma modifier, minimum o. Creatures whose regeneration is set to o in this manner die normally as though they did not have regeneration. A scion of discordia must be at least 8th level and know the memento mori talent to select this talent.

Resistance Erosion (Zone) Discordance Point Cost: 1

When adding this talent to a Discordant Zone, choose acid, cold, electricity, fire, or sonic. Creatures within the Discordant Zone have their energy resistance against the chosen energy type decreased by 10.

*Resistance Erosion, Flexible* Discordance Point Cost: +0 Modifies: Resistance erosion

When the scion of discordia adds the energy erosion talent to her Discordant Zone, she may enhance it. When adding the resistance erosion talent to the Discordant Zone, the scion does not choose a single energy type. Instead, she distributes the reduction in energy resistance imposed by the talent in increments of 5 among the energy types offered by the resistance erosion talent. For example, if the scion expends two discordance points on the resistance erosion, improved talent, for a total of 20 points of resistance reduction, she can apply 10 of that to acid and 10 of that to fire, or 5 to each of acid, cold, fire, and sonic, among other possible combinations. A scion of discordia must know the resistance erosion talent and be at least 10th level to select this talent.

*Resistance Erosion, Improved* Discordance Point Cost: X; see text Modifies: Resistance erosion

When the scion of discordia adds the energy erosion talent to her Discordant Zone, she may enhance it, expending additional discordance points not to exceed one quarter her class level in the process. For each discordance point expended in this manner, those within the Discordant Zone have their resistance against the chosen energy type decreased by an additional 5. A scion of discordia must know the resistance erosion talent and be at least 6th level to select this talent.

*Resistance Erosion, Selective* Discordance Point Cost: +2 Modifies: Resistance erosion

The scion of discordia may exclude a number of target creatures not to exceed her Charisma modifier from the effects of the resisance erosion talent. A creature need only be in the scion's line of sight to be targeted. A scion of discordia must know the resistance erosion talent to select this talent.



The Scion of Discordia



Saboteur's Tirade (Zone) Discordance Point Cost: 2

The scion of discordia can confuse her enemies with a combination of eldritch utterances; crude, biological humor; truename magic; and yo' mama jokes. All attacks made by creatures within the Discordant Zone are made at a -1 penalty. At 5th level and every six levels beyond 5th, this penalty increases by -1, to a maximum of -3 at 17th level.

Saboteur's Tirade, Selective Discordance Point Cost: +1 Modifies: Saboteur's tirade

The scion of discordia may exclude a number of target creatures not to exceed her Charisma modifier from the effects of the saboteur's tirade talent. A creature need only be in the scion's line of sight to be targeted. A scion of discordia must know the saboteur's tirade talent to select this talent.

*Spell-like Bane* Modifies: Counterspell pool class feature

The scion of discordia may use counterspell points to counterspell spell-like abilities as though they were regular spells. A scion of discordia must be at least 10th level to select this talent.

Spell Rebound Discordance Point Cost: +3 Modifies: Antimagic bulwark

When the scion of discordia adds the antimagic bulwark talent to her Discordant Zone, she may enhance it. Whenever a targeted spell fails to penetrate the spell resistance granted by the anti-magic bulwark talent, the spell rebounds on the originator as if affected by *spell turning*. A scion of discordia must be at least 16th level and know the anti-magic bulwark talent to select this talent.

Spell Resistance Erosion (Zone) Discordance Point Cost: 1

Creatures within the Discordant Zone have their spell resistance lowered by 2, minimum 0.

Spell Resistance Erosion, Improved Discordance Point Cost: X; see text Modifies: Spell resistance erosion

When the scion of discordia adds the spell resistance erosion talent to her Discordant Zone, she may enhance it, expending additional discordance points not to exceed one quarter her class level in the process. For each discordance point expended in this manner, those within the Discordant Zone have their spell resistance lowered by an additional 1. A scion of discordia must know the spell resistance erosion talent and be at least 4th level to select this talent. Spell Resistance Erosion, Selective Discordance Point Cost: +2 Modifies: Spell resistance erosion

The scion of discordia may exclude a number of target creatures not to exceed her Charisma modifier from the effects of the spell resistance erosion talent. A creature need only be in the scion's line of sight to be targeted. A scion of discordia must know the spell resistance erosion talent to select this talent.

*Twisted Arcane Backlash* Discordance Point Cost: +1 Modifies: Arcane backlash class feature

When the scion of discordia adds the arcane backlash class feature to her Discordant Zone, she may enhance it. The DC of the concentration check required to cast arcane spells with verbal components within her Discordant Zone increases by an amount equal to her Charisma modifier.

If the scion of discordia has the indiscriminate backlash talent, then adding one twisted backlash talent to her Discordant Zone adds all other twisted backlash talents she knows to the Zone at no additional discordance point cost.

Twisted Divine Backlash Discordance Point Cost: +1 Modifies: Divine backlash class feature

When the scion of discordia adds the divine backlash class feature to her Discordant Zone, she may enhance it. The DC of the concentration check required to cast divine spells with verbal components within her Discordant Zone increases by an amount equal to her Charisma modifier.

If the scion of discordia has the indiscriminate backlash talent, then adding one twisted backlash talent to her Discordant Zone adds all other twisted backlash talents she knows to the Zone at no additional discordance point cost.

*Twisted Truenaming Backlash* Discordance Point Cost: +1 Modifies: Truenaming backlash class feature

When the scion of discordia adds the truenaming backlash class feature to her Discordant Zone, she may enhance it. The DC of truenaming checks made within the Discordant Zone is now increased by an amount equal to the penalty currently imposed upon the scion by the Law of Croaking Failure rather than half that penalty, rounded up.

*Zone of Decay (Zone)* Discordance Point Cost: 1

All attacks made against creatures within the Discordant Zone ignore 3 points of hardness or damage reduction.

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*Zone of Decay, Improved* Discordance Point Cost: X; see text Modifies: Zone of decay

When the scion of discordia adds the zone of decay talent to her Discordant Zone, she may enhance it, expending additional discordance points not to exceed one quarter her class level in the process. For each discordance point expended in this manner, attacks made against those within the Discordant Zone ignore an additional 2 points of hardness or damage reduction. A scion of discordia must know the zone of decay talent and be at least 4th level to select this talent.

Zone of Decay, Selective Discordance Point Cost: +1 Modifies: Zone of decay

The scion of discordia may exclude a number of target creatures not to exceed her Charisma modifier from the effects of the zone of decay talent. A creature need only be in the scion's line of sight to be targeted. A scion of discordia must know the zone of decay talent to select this talent.

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Zone of Destruction (Zone) Discordance Point Cost: 1

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All attacks made by creatures within the Discordant Zone ignore 3 points of hardness or damage reduction.

*Zone of Destruction, Improved* Discordance Point Cost: X; see text Modifies: Zone of destruction

When the scion of discordia adds the zone of destruction talent to her Discordant Zone, she may enhance it, expending additional discordance points not to exceed one quarter her class level in the process. For each discordance point expended in this manner, those within the Discordant Zone ignore an additional 2 points of hardness or damage reduction with their attacks. A scion of discordia must know the zone of destruction talent and be at least 4th level to select this talent.

Zone of Destruction, Selective Discordance Point Cost: +1 Modifies: Zone of destruction

The scion of discordia may exclude a number of target creatures not to exceed her Charisma modifier from the effects of the zone of destruction talent. A creature need only be in the scion's line of sight to be targeted. A scion of discordia must know the zone of destruction talent to select this talent. Zone of Dispersion Discordance Point Cost: +4 Modifies: Chaotic dispersion

When the scion of discordia adds the chaotic dispersion talent to her Discordant Zone, she may enhance it. Whenever an enemy spellcaster casts a harmful spell or spell-like ability with an area of effect that overlaps or partially overlaps with the Discordant Zone, all foes within the Discordant Zone are treated as though they were within the spell's area of effect. This talent can only be triggered once per round. A scion of discordia has to be at least 16th level and know the chaotic dispersion talent to select this talent.

Zone of Viciousness Discordance Point Cost: 4

Weapons wielded by creatures within the Discordant Zone have the *vicious* weapon special ability. A scion of discordia must know the memento mori talent and be at least 8th level to select this talent.

Zone of Viciousness, Selective Discordance Points: +2 Modifies: Zone of viciousness

The scion of discordia may exclude a number of target creatures not to exceed her Charisma modifier from the effects of the zone of viciousness talent. A creature need only be in the scion's line of sight to be targeted. A scion of discordia must know the zone of viciousness talent to select this talent

Zone of Wounding Discordance Point Cost: 4

Weapons wielded by creatures within the Discordant Zone have the *wounding* weapon special ability. A scion of discordia must know the memento mori talent and be at least 12th level to select this talent.



Zone of Wounding, Selective Discordance Point Cost: +2 Modifies: Zone of wounding

The scion of discordia may exclude a number of target creatures not to exceed her Charisma modifier from the effects of the zone of wounding talent. A creature need only be in the scion's line of sight to be targeted. A scion of discordia must know the zone of wounding talent to select this talent.





#### **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 scions of discordia as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

*Aasimar:* If a recitation heals, add +1/4 to the amount healed. In addition, every five times this favored class bonus is selected, select a recitation from the Codex of Heart and Mind or the Codex of Artifice. Whenever the scion of discordia recites a chosen recitation, if that recitation heals, the scion cannot accidentally recite the opposite variant.

*Drow:* While in total or magical darkness, increase the radius of the Discordant Zone by +1 ft. (+5 ft. for every five times this favored class bonus has been selected).

*Dwarf:* Every three times this favored class bonus is selected, select a recitation from the Codex of Artifice. The scion cannot accidentally recite the opposite variant of a chosen recitation.

*Elf:* While out in the open under the stars, increase the radius of the Discordant Zone by +1 ft. (+5 ft. for every five times this favored class bonus has been selected).

*Gnome:* Whenever the scion's Discordant Zone is dispelled, she gets a +1/3 bonus to her next truenaming check, to a maximum of the recitation level of the recitation that was used in establishing the Discordant Zone. This bonus lasts for 2 rounds or until used.

*Half-elf:* Decrease the discordance point cost of the condition dispersal class feature by -1/7, to a minimum of 1.

*Halfling:* Every four times this favored class bonus has been selected, the scion of discordia ignores the first time she would accidentally recite the opposite variant of a recitation from the Codex of Heart and Mind or the Codex of Artifice. (Taken eight times, this favored class bonus ignores the first two times she would accidentally recite the opposie variant, and so on.)

*Half-orc:* Whenever the scion of discordia invests discordance points in the counterspell pool class feature, she gains an additional counterspell point for every six times she has taken this favored class bonus, to a maximum of the recitation level of the recitation used to establish the Discordant Zone.

*Hobgoblin:* Discordant Zones created via recitations of the Codex of Artifice have their duration extended by +1/4 round.

Human: Add +1/6 of a talent of discordia.

*Kitsune:* Whenever either the cantrip embargo talent or the apprentice embargo talent prevents a spell from being cast, the scion of discordia gains the ability to cast that spell once as a spell-like ability with a caster level equal to her scion of discordia class level. The scion can only have the ability to cast one spell in this fashion at any one time. As such, whenever the scion of discordia gains the ability to cast a new spell as a spell-like ability in this manner, she loses the ability to cast any spells previously gained in this manner. If not cast within 1 minute, the spell is lost and cannot be reclaimed. The ability may trigger once per day for every two times this favored class bonus has been taken.

*Kobolds:* Add +1/4 to the Difficulty Class of all saving throws called for by the scion of discordia's Discordant Zone if all hostile targets in the Discordant Zone are gnomes.

*Orc:* The zone of decay and zone of destruction talents ignore an additional +1/3 point of hardness.

*Puddling:* Every three times this favored class bonus is selected, select a recitation. The first time a selected recitation is used to establish a Discordant Zone reach day, the standard +2 Malleability DC Modifier imposed upon a recitation for being used to establish a Discordant Zone does not apply. This results in a net malleability modifier of +2 rather than +4.

*Tengu:* Every three times this favored class bonus is selected, the movement rate of the scion's Discordant Zone when willed to move via the mobile discordia class feature increases by +5 feet.

*Tiefling:* If any target is dealt ability score damage while in a Discordant Zone modified by the memento mori or improved memento mori talents, it receives an additional +1/6 ability score damage.

*Vanara:* Whenever the scion of discordia moves her Discordant Zone via the mobile discordia class feature, the Difficulty Class of all saving throws called for by the Zone increases by +1/6 for 1 round.

*Vishkanya:* At the beginning of the scion's turn, if a foe whose total number of Hit Dice is at least half the scion's character level is dying within her Discordant Zone, she gains temporary hit points equal to 1 + 1/2 the number of times this favored class bonus has been taken, minimum 1. These temporary hit points last for 1 round. A scion of discordia receives no benefit from this favored class bonus until she takes it at least once.



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#### Sucion of discordia vechetades

Comedians and rabble-rousers who are particularly serious about their craft tend to be fairly individualistic, and these quirks have the capacity to alter the very way they work with the object of their study. Being a bit of both, the same is true for the scions of discordia. They all have their own style.

#### Disciple of Discordia (Archetype)

"Internal harmony, external chaos." - Kaleb Loki, disciple of discordia

#### Kickstarter Backer: Brandon F.

Author: Bradley Crouch.

Disciples of discordia have the following class features:

Attracting Discord (Ex): At 1st level, a disciple of discordia's Discordant Zone becomes attracted to its creator. At the beginning of the disciple's turn, if the disciple is not perfectly centered upon his Discordant Zone, the Zone moves up to 30 feet directly toward its master, ignoring all magical, supernatural, non-magical, or just plain weird obstructions, stopping only if its master is perfectly centered upon it.

This ability replaces mobile discordia.

**Polarity Shift (Su):** At 1st level, a disciple of discordia becomes attuned to a rapid change in local entropy. Whenever the disciple is within his Discordant Zone, but he did not end his last turn within his Discordant zone, he gains a +1 armor bonus to AC. At 4th level and every three levels thereafter, this armor bonus to AC increases by +1, to a maximum of +7 at 19th level.

**Talents of Discordia:** The disciple of discordia can choose from the following talents in place of a talent of discordia.

#### *Rapid Discord (Zone)* Discordance Point Cost: X; see text

When the disciple of discordia adds this ability to his Discordant Zone, he may expend discordance points not to exceed one quarter his class level. For each discordance point expended in this way, the Discordant Zone's speed as detailed in the attracting discord class feature increases by +5 feet. For every two discordance points expended in this manner, the polarity shift class feature grants a +1 dodge bonus to AC in addition to its other effects. A disciple of discordia must be at least 4th level to select this talent.

*Sluggish Discord (Zone)* Discordance Point Cost: X; see text

When the disciple of discordia adds this ability to his Discordant Zone, he may expend discordance points not to exceed one quarter his class level. For each discordance point expended in this way, the Discordant Zone's speed as detailed in the attracting discord class feature decreases by -5 feet. For every two discordance points expended in this manner, the polarity shift class feature grants a +1 luck bonus to Fortitude and Will saves in addition to its other effects. A disciple of discordia must be at least 4th level to select this talent.

**Fast Movement (Ex):** At 3rd level, a disciple of discordia gains a +10-foot enhancement bonus to his land speed. At 6th level and every three levels thereafter, this bonus increases by +10 feet, to a maximum of +60 feet at 18th level. A disciple in armor or carrying a medium or heavy load loses this extra speed.

**Purity of Body (Ex):** At 5th level, a disciple of discordia gains immunity to all diseases, including supernatural and magical diseases.

This ability replaces the variable recitation gained at 5th level.

**Diamond Body (Su):** At 11th level, a disciple of discordia gains immunity to poisons of all kinds.

This ability replaces the variable recitation gained at 11th level.

**Timeless Body (Ex):** At 17th level, a disciple of discordia no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the disciple of discordia still dies of old age when his time is up.

This ability replaces the variable recitation gained at 17th level.





#### **Discordant Instigator (Archetype)**

Some people learn just enough of a foreign language to be fluent in the swears. The First Language is no exception, varying only in that the swears are actually useful.

Author: Thilo "Endzeitgeist" Graf.

#### **Class Skills**

The discordant instigator's class skills (and the key ability for each) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Disable Device (int), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (history) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex) Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

scion of discordia.

These class skills replace those normally available to the

Discordant instigators have the following class features:

Weapon and Armor Proficiency: Discordant instigators are proficient with the blowgun, crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. They are also proficient with light armor.

Cursing at the Universe (Su): At 1st level, a discordant instigator gains a pool of expletive points, a measure of how effectively he can anger the universe. The number of points in a discordant instigator's expletive pool is equal to three times his discordant instigator level + his Charisma modifier.

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

**Table: The Discordant** 

This ability replaces truemagic and recitations.

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Expletive Points Spent at Once
1st	+0	+0	+2	+2	Cursing at the universe, discordant zone, discordant blow 1d3	1
2nd	+1	+0	+3	+3	Talent of discordia	1
3rd	+2	+1	+3	+3	Source material	1
4th	+3	+1	+4	+4	Discordant blow 2d3	2
5th	+3	+1	+4	+4	Discordant evasion	2
6th	+4	+2	+5	+5	Mobile discordia, talent of discordia	2
7th	+5	+2	+5	+5	Discordant blow 3d3	3
8th	+6/+1	+2	+6	+6	Palpable insults, talent of discordia	3
9th	+6/+1	+3	+6	+6	Mobile discordia (40 ft.)	3
10th	+7/+2	+3	+7	+7	Discordant blow 4d3	4
11th	+8/+3	+3	+7	+7	Improved discordant evasion	4
12th	+9/+4	+4	+8	+8	Mobile discordia (50 ft.), talent of discordia	4
13th	+9/+4	+4	+8	+8	Discordant blow 5d3, insult to injury	5
14th	+10/+5	+4	+9	+9	Talent of discordia	5
15th	+11/+6/+1	+5	+9	+9	Mobile discordia (60 ft.)	5
16th	+12/+7/+2	+5	+10	+10	Discordant blow 6d3	6
17th	+12/+7/+2	+5	+10	+10	The unswattable fly	6
18th	+13/+8/+3	+6	+11	+11	Killer insults, mobile discordia (70 ft.), talent of discordia	6
19th	+14/+9/+4	+6	+11	+11	Mobile discordia (swift, 20 ft.), discordant blow 7d3	6
20th	+15/+10/+5	+6	+12	+12	Avatar of discordia, talent of discordia	6

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**Discordant Blows (Su):** At 1st level, whenever the discordant instigator is within his Discordant Zone, weapons he wields deal an additional 1d3 points of sonic damage on a successful hit. At 4th level and every three levels thereafter, this sonic damage increases by +1d3, to a maximum of 7d3 points of additional sonic damage at 19th level.

This ability replaces the talents of discordia gained at 4th, 10th, and 16th level.

**Discordant Zone (Sp):** At 1st level, a discordant instigator may expend 1 expletive point as a standard action to can let loose with a horrible tirade of insults directed at the universe itself. Given that it's being insulted, and by some fool whose deplorable accent makes him speak through his nose, the universe, quite understandably, responds quite violently.

The enraged universe produces a Discordant Zone centered upon the discordant instigator. The radius of this Discordant Zone is equal to 10 feet + 5 feet per expletive point spent to insult the universe. This Zone persists for expletive points spent + Charisma modifier rounds. A discordant instigator may dismiss his Discordant Zone as a standard action, though this expends an additional expletive point.

At 4th level and every three levels beyond 4th, the maximum number of expletive points a discordant instigator may expend when insulting the universe increases by +1, to a maximum of 6 expletive points at 16th level, though he may always expend fewer expletive points than the maximum allowed should he wish to do so.

A Discordant Zone is invisible to the naked eye, but projects a palpable sense of malice and wrongness that tingles up the spine of anyone within its area of effect. Discordant Zones have a magical aura that can be detected with spells such as detect magic, but they do not register as belonging to any school of magic. Despite this lack of a school, dispel magic and other such abilities can remove a Discordant Zone. Treat the discordant instigator's class level as his caster level for the purpose of such effects. A Discordant Zone cannot be counterspelled.

When the discordant instigator establishes a Discordant Zone, he receives discordance points, representing his ability to direct the power of the universe's backlash rather than letting it rip him apart, equal to twice the number of expletive points used to generate the Discordant Zone. He must expend all of these points immediately to modify the Discordant Zone. Each modification has a discordance point cost.



The Discordant Zone can be modified in the following ways:

Arcane Backlash Discordance Point Cost: 1

Arcane spells with a verbal component cast within the area of the Discordant Zone require a DC 10 + the number of expletive points used to generate the Discordant Zone concentration check to cast. On a failed concentration check, the spell is lost.

*Communication Breakdown* Discordance Point Cost: 1

Creatures within the area of the Discordant Zone take a penalty to Bluff, Diplomacy, Intimidate, Spellcraft, and Use Magic Device skill checks equal to the number of expletive points used to generate the Discordant Zone. Linguistic checks made regarding the spoken word, not the written word, as well as Perception checks made to listen, are also penalized in this fashion.

### *Disquieting Phantoms* Discordance Point Cost: X; see text

When establishing his Discordant Zone, the discordant instigator may expend any number of discordance points. For each discordance point spent in this manner, the discordant instigator receives a phantom point. Whenever the instigator makes an attack against a creature that is within the Discordant Zone, he may expend 1 phantom point as a free action. If he does that creature is treated as though the instigator were flanking it for that one attack. A discordant instigator may flank with a ranged attack in this manner.

Starting at 4th level, the discordant instigator gains 1 phantom point at the beginning of his turn, to a maximum of the number of discordance points originally invested in this ability. At 10th and 16th level, he gains an additional phantom point at the beginning of his turn, to a maximum of 3 phantom points at 16th level.

### *Divine Backlash* Discordance Point Cost: 1

Arcane spells with a verbal component cast within the area of the Discordant Zone require a DC 10 + the number of expletive points used to generate the Discordant Zone concentration check to cast. On a failed concentration check, the spell is lost.

This ability modifies discordant zone.

**Talents of Discordia:** The discordant instigator may choose a rogue talent or ninja trick in place of a talent of discordia. He treats his discordant instigator class level as his rogue or ninja class level for the purpose of these talents and tricks, including meeting their prerequisites.

This ability modifies talents of discordia.





**Source Material (Ex):** At 3rd level, whenever the discordant instigator reduces a creature to 0 or fewer hit points while both he and his victim are within the Discordant Zone, he regains 1 expletive point. Reducing a creature that has fewer Hit Dice than half the instigator's character level to 0 or fewer hit points does not restore any expletive points.

This ability replaces the inflection gained at 3rd level.

**Discordant Evasion (Su):** At 5th level, the discordant instigator can avoid even magical and unusual attacks with great agility. While within the area of his Discordant Zone, if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless discordant instigator does not gain the benefit of discordant evasion.

This ability replaces the variable recitation gained at 5th level.

**Palpable Insults (Su):** At 8th level, while within the area of his Discordant Zone, creatures hit by the discordant instigator are shaken for 1 round with no saving throw allowed. This shaken condition doesn't stack with other shaken conditions to make an affected creature frightened. Given the source of these insults is one that can insult the universe itself, creatures that are immune to mind-affecting abilities, including mindless creatures, can be shaken in this fashion.

This ability replaces the inflection gained at 8th level.

**Improved Discordant Evasion (Su):** At 11th level, a discordant instigator's discordant evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks while within his Discordant Zone, but henceforth he takes only half damage on a failed save.

This ability replaces the variable recitation gained at 11th level.

**Insult to Injury (Su):** While his target is shaken, the discordant instigator treats all 1s rolled on discordant blow damage dice as 2s instead.

This ability replaces the inflection gained at 13th level.

**The Unswattable Fly (Su):** At 17th level, while within his Discordant Zone, the discordant instigator has moderate fortification and all attacks made against him have a 20% miss chance.

This ability replaces the variable recitation gained at 17th level.

**Killer Insults (Su):** At 18th level, shaken creatures that begin their turn within the discordant instigator's Discordant Zone take 5d6 points of sonic damage with a DC 10 + 1/2 the instigator's class level + the instigator's Charisma modifier Fortitude save for half damage.

This ability replaces the inflection gained at 18th level.

### **Rulebreaker (Archetype)**

The First Language contains language that describes itself, including descriptions of the various universal laws. By using the correct language, it is possible to shift these laws slightly, if only for a moment. The universe, of course, is not happy about this discovery.

Author: Bradley Crouch.

Rulebreakers have the following class features:

### Skills

A rulebreaker loses Appraise (Int), Knowledge (planes) (Int), and Use Magic Device (Cha) as class skills; instead, she gains Bluff (Cha), Diplomacy (Cha), and Sense Motive (Wis) as class skills.

**Declare Loophole (Su):** At 1st level, a rulebreaker gains a pool of loophole points, a measure of the linguistic mastery she has over those parts of the First Language that describe how the various universal laws function. By describing these laws as something other than what they are, she is capable of changing the fundamental laws of the universe itself, if only for an instant and only in a local area. The number of points in a rulebreaker's loophole pool is equal to 1/2 her rulebreaker level + her Intelligence modifier.

At 1st level, a rulebreaker may spend 1 loophole point to ignore the Law of Croaking Failure the next time she triggers it that round.

**At 4th level**, a rulebreaker may spend 1 loophole point to ignore the Law of Finite Malleability the next time she triggers it with a recitation of 2nd level or lower that round.

**At 7th level**, a rulebreaker may spend 2 loophole points to ignore the Law of Finite Malleability the next time she triggers it with a recitation of 4th level or lower that round.

**At 10th level**, a rulebreaker may spend 2 loophole points to cause the Law of Croaking Failure to cause any other creature within 60 feet who successfully recites a recitation to trigger the Law of Croaking Failure. This lasts for 1 round.

**At 13th level**, a rulebreaker may spend 3 loophole points to ignore the Law of Finite Malleability the next time she triggers it that round.

At 16th level, a rulebreaker may spend 2 loophole points to ignore the Law of Flowing Rhetoric the next time she triggers it that round.

At 19th level, a rulebreaker may spend 2 loophole points to cause all other creatures within 60 feet to ignore the Law of Familiar Phrases for 1 round.

Each of these powers is activated as a swift action.

The loophole pool is replenished each morning after 8 hours of rest or consultation of various tomes and pronunciation guides; these hours do not have to be consecutive.

This ability replaces counterspell pool and the talents of discordia gained at 4th, 10th, and 16th level.





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### XTRUEMAGIK FEATS

### **Counter-recitation Adept**

You are trained in the tactics necessary to render a truenamer increasingly helpless each time you counter one of his recitations.

**Prerequisites:** Counter-recitation Trainee

**Benefit:** Whenever you counterspell a recitation, the Law of Finite Malleability is triggered as though the recitation were successfully recited.

**Normal:** Whenever you counterspell a recitation, the Law of Finite Malleability is not triggered.

### **Counter-recitation Trainee**

You have learned the telltale signs of a truenamer and are better prepared to detect his workings.

Prerequisites: Spellcraft 3 ranks

**Benefit:** You get a +4 bonus to Spellcraft checks made to identify recitations being recited.

### Sidebar: Identifying Recitations

A recitation can be identified as it is being recited with a DC 15 + the recitation's recitation level Spellcraft check. Identifying a recitation as it is being recited requires no action, but you must be able to clearly see the recitation as it is being recited, and this incurs the same penalties as a Perception skill check due to distance, poor conditions, and other factors.

When a recitation is identified, the name and general effects of the recitation, the name of the recitation's codex, and the recitation's similar school are reported to the identifying party.

If you wish to counterspell a recitation, you do not necessarily need to succeed on a Spellcraft check to identify the similar school of the recitation being recited. Though it may be a longshot, making an educated guess as to what the similar school is can give you a fairly good chance of being successful.

Best of luck!

### **Discordant Voice (Truemagic)**

The very laws of the universe do not apply to those who study how to break them.

**Prerequisites:** Discordant zone class feature, ability to recite 2nd-level recitations

**Benefit:** When reciting a 1st-level recitation, you ignore any and all penalties imposed by the Law of Croaking Failure.

### Eternal Discord (Truemagic)

From the obvious failure of repeated attempts at destroying you in retribution for that awful mouth of yours, the universe begins to change its tactics. As with any monolith attempting to take down a small, agile annoyance, you adapt far faster than it can take a swing at you.

**Prerequisites:** Discordant zone class feature, mobile discordia class feature

**Benefit:** Whenever you create a Discordant Zone, you also create a secondary Discordant Zone that occupies the space you occupy, as well as all spaces adjacent to those you occupy. All talents and other abilities applied to your primary Discordant Zone are automatically applied to your secondary Discordant Zone, and vice versa.

### Extra Inflection (Truemagic)

Realizing the importance of a large library of inflections to support your vocabulary, you spend a great deal of time training your vocal cords.

Prerequisites: Inflections class feature

**Benefit:** You learn one additional inflection. You must meet all of the prerequisites for this inflection.

**Special:** You can gain Extra Inflection multiple times. Each time, select a new inflection.

### **Favored Focus**

Added focus on your favored recitations makes them more difficult to resist.

### Prerequisites: Favored Recitation

**Benefit:** Add +1 to the Difficulty Class for all saving throws made against your favored recitations. In addition, you get a +1 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance recitations when using a favored recitation.

### **Favored Recitation**

You have taken a single recitation as your favored recitation. You practice it every morning, debate the stressings on its more difficult syllables, and have otherwise made it your brain baby. Needless to say, you are very, very adept in its use.

Prerequisites: Recitations class feature

**Benefit:** Choose a single recitation you know. You get +3 to truenaming checks made to recite that recitation.

**Special:** You can gain Favored Recitation multiple times. Each time, select a different recitation.



### **Greater Discordant Voice (Truemagic)**

Your lawbreaking tendencies intensify.

**Prerequisites:** Discordant zone class feature, ability to recite 5th-level recitations

**Benefit:** When reciting a 2nd-level recitation, you ignore any and all penalties imposed by the Law of Croaking Failure.

### **Inflection Specialization (Truemagic)**

Your practice at the use of a particular inflection makes it easier to recite again and again.

Prerequisites: Any five inflections

**Benefit:** The Truenaming DC Modifier and Malleability DC Modifier of a single inflection of your choice are reduced by -1, to a minimum of +0.

**Special:** You can gain Inflection Specialization multiple times. Each time, it applies to a new inflection.

### Learn by Extrapolation (Truemagic)

Though lesser languages are usually learned to improve understanding of the First Language, it does go both ways. By studying the First Language, you have extrapolated the nature of a language that is typically thought of as secret.

**Prerequisites:** Master of tongues class feature, Linguistics 7 ranks

**Benefit:** You learn a language that is described as "secret", such as druidic or drow sign language. You do not need a mentor to learn the language in this fashion, as you have extrapolated the nature of this language from close inspection of the First Language itself.

### March to Oblivion (Truemagic)

Though declawed and bent to your will, the universe's wrath does like to rush you when it can.

Prerequisites: Mobile discordia class feature

**Benefit:** Whenever you direct your Discordant Zone to move via the mobile discordia class feature, its movement speed is doubled if you would be within the Zone at the end of its movement.

### Master Rulebreaker (Truemagic)

Those who learn to break the Laws tend to do so often.

Prerequisites: Declare loophole class feature

**Benefit:** The number of points in your loophole pool increases by +3.

**Special:** You can gain Master Rulebreaker multiple times. Its effects stack.

### **Recite without Thought (Truemagic)**

You are so familiar with your favored recitations that you can recite them on the defensive with no ill effects.

Truemagic Feats

**Prerequisites:** Linguistic familiarity class feature, Favored Recitation

**Benefit:** When reciting a favored recitation on the defensive, the truenaming DC is not increased for doing so.

**Normal:** When reciting a recitation on the defensive, the truenaming DC is increased by +5.

### Study of Artifice (Truemagic)

Your studies focus upon mastery of the Codex of Artifice.

**Prerequisites:** Ability to recite 3rd level recitations from the Codex of Artifice

**Benefit:** You immediately learn an additional recitation from the Codex of Artifice whose recitation level is at least 1 lower than the highest recitation level you can recite.

### Study of Heart and Mind (Truemagic)

Your studies focus upon mastery of the Codex of Heart and Mind.

**Prerequisites:** Ability to recite 2nd level recitations from the Codex of Heart and Mind

**Benefit:** You immediately learn an additional recitation from the Codex of Heart and Mind whose recitation level is at least 1 lower than the highest recitation level you can recite.

### Study of the Realized Vision (Truemagic)

Your studies focus upon mastery of the Codex of the Realized Vision.

**Prerequisites:** Ability to recite 5th-level recitations from the Codex of the Realized Vision.

**Benefit:** You immediately learn an additional recitation from the Codex of the Realized Vision whose recitation level is at least 1 lower than the highest recitation level you can recite.

### Study of the Spheres (Truemagic)

Your studies focus on the Codex of Far-Flung Spheres.

**Prerequisites:** Ability to recite 4th-level recitations from the Codex of Far-flung Spheres

**Benefit:** You immediately learn an additional recitation from the Codex of far-Flung Spheres whose recitation level is at least 1 lower than the highest recitation level you can recite.

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### Struemagic prejuige classes

Though the First Language's fiendishly difficult-tolearn nature does make specialization by necessity very common, not all such specialization occurs right away. Some discover the First Language and its implications after years of training in another field (Don't say unrelated - Truespeech encompasses all things!), while others hit the wall when attempting to master the most advanced of codices. Once again, by necessity, those who wield Truespeech are forced to specialize, but with so much experience behind them, the specializations tend to be significantly more dramatic.

### **Polycosmic Theurge**

If, as the ethermage posits, there are an infinite number of universes, then each of them must contain new glorious examples of the First Language at work. The polycosmic theurge uses his access to the ether to learn the true names of things that do not exist in his native universe and applies these insights to the world around him.

"Come. See what I have seen."

Author: Jason Linker.

**Role:** The polycosmic theurge is a powerful addition to any adventuring party. With access to two brands of exotic magic that each cover a broader range of possibilities than the universe itself, the polycosmic theurge can, by definition, overcome any obstacle.

**Alignment:** The motivations of a polycosmic theurge usually center upon the acquisition of knowledge. As knowledge is desirous to individuals of all moral inclinations, a polycosmic theurge can be of any alignment. That said, given the almost single-minded focus many polycosmic theurges have regarding the acquisition of knowledge, most tend to dissociate themselves from the ideas of good and evil and become decidedly Neutral.

### Hit Die: d6



### Table: The Polycosmic Theurge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Ethermagic and Truemagic Progression
1st	+0	+0	+0	+1	Purity of energy	+1 level of existing reciting class / +1 level of existing ethermagic-using class
2nd	+1	+1	+1	+1	Ethereal rhetoric	+1 level of existing reciting class / +1 level of existing ethermagic-using class
3rd	+1	+1	+1	+2	Pierce the veil	+1 level of existing reciting class / +1 level of existing ethermagic-using class
4th	+2	+1	+1	+2	Purity of energy	+1 level of existing reciting class / +1 level of existing ethermagic-using class
5th	+2	+2	+2	+3	Incompatible with life	+1 level of existing reciting class / +1 level of existing ethermagic-using class

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### Requirements

To qualify to become a polycosmic theurge, a character must fulfill the following criteria.

Skills: Knowledge (Arcana) 8 ranks, Linguistics 8 ranks

**Spells:** Able to recite 2nd-level recitations and cast etherspells containing 2nd-level manifestations.

### **Class Skills**

The polycosmic theurge's class skills (and the key ability for each skill) are Appraise (Int), Craft (any) (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha)

### Skill Ranks at Each Level: 2 + Int Modifier.

### **Class Features**

All of the following are class features of the polycosmic theurge prestige class.

Weapon and Armor Proficiency: Polycosmic theurges gain no proficiency with any weapon or armor.

### **Ethermagic and Truemagic Progression**

A polycosmic theurge's levels in the polycosmic theurge prestige class stack with the levels of a reciting class he belonged to before adding the prestige class for the purpose of determining his effective caster level against dispel attempts, determining access to various codices as dictated by his reciting class, determining the number of recitations he knows, and determining the highest level recitation he can recite. He does not, however, gain any other benefit a character of that class would have gained, such as new inflections known.

In addition, a polycosmic theurge's levels in the polycosmic theurge prestige class stack with the levels of an ethermagic-using class he belonged to before adding this prestige class for the purpose of determining his caster level and manifestations known, determining access to various etherhearts as dictated by his ethermagic-using class, determining the highest level recitation he can recite, and determining the size of his ether point pool and his EP regeneration rate. He does not, however, gain any other benefit a character of that class would have gained, such as new multiuniversal philosophies known.

If a character had more than one reciting class or more than one ethermagic-using class before he became a polycosmic theurge, he must decide to which classes he adds his levels of polycosmic theurge. **Purity of Energy (Su):** At 1st level, the polycosmnic theurge learns an inflection of his choice from the -kinetic family of inflections. He may apply an inflection from the -kinetic family of inflections to a lesser blast or greater blast etherspell as though it were a 1st-level manifestation with an EP cost of 1. A polycosmic theurge cannot apply more than one inflection to a blast etherspell in this manner

At 4th level, the polycosmic theurge learns an additional inflection of his choice from the -kinetic family of inflections. Further, an inflection from the -kinetic family of inflections added to a blast etherspell no longer counts toward the maximum number of manifestations that can be added to a blast etherspell.

**Ethereal Rhetoric (Sp):** At 2nd level, a polycosmic theurge may expend 3 EP as a move action to imbue his voice with the extrauniversal force of the ether, granting him a +2 circumstance bonus to all truenaming checks he makes this round.

**Pierce the Veil (Su):** At 3rd level, the polycosmic theurge learns how to manipulate the rate of diffusion of the ether by insisting that it is doing so in the First Language. As a swift action, he gains a number of EP equal to his Intelligence modifier. This ability may be used once per day.



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< < < - **Incompatible with Life (Sp):** At 5th level, the polycosmic theurge learns the following recitation as a bonus recitation.

### Incompatible with Life

Recitation Level: 3 Codex: Heart and Mind Similar School: normal - necromancy; reverse abjuration Duration: normal - 3 rounds; reverse - 5 rounds Saving Throw: normal - Fortitude partial (see text); reverse - Fortitude negates (harmless)

*Normal:* It matters not whether the quarry is a zombie or a man, the universe contains such horrors that can rend both asunder with equal ease.

The subject becomes surrounded by a haze of gases and radiation that is not merely hazardous to lifeforms, but matter itself. The subject can attempt to resist this recitation's effects with a Fortitude save - if he succeeds, he is merely staggered for 1 round as he gasps for breath. If the subject fails, he immediately begins to suffocate. On the subject's next turn, he falls unconscious and is reduced to 0 hit points. One round later, the subject drops to -1 hit points and is dying. One round after that, the subject dies. Each round, the subject can delay that round's effects from occurring by making a successful Fortitude save, but the recitation continues for 3 rounds, and each time a subject fails his Fortitude save, he moves one step further along the track to suffocation. This recitation only affects living creatures that must breathe. It is impossible to defeat the effects of this recitation by simply holding one's breath - if the victim fails the initial saving throw, the air in his lungs is extracted, changed, or otherwise tainted.

### **Reverse:** Conversely, life enjoys being comfortable, and those who know how to rip apart matter tend to know how to make it all comfortable.

The subject's body becomes wrapped in a bubble that clings tightly to his body. The bubble instantly removes airborne pollutants, including volcanic ash, inhaled poisons, airborne diseases, cloud spells like *cloudkill* or *incendiary cloud*, and so on. Any airborne objects larger than a particulate, such as stone in a rockslide, snow in an avalanche, projectile lava, or a thrown boulder, are unaffected by the bubble, though it does try its hardest.



### Speaker of the Word

Many religions predicated on the notion of a creator god have little good to say of truenamers, mainly because their studies directly contradict their gospel. Normally, such a problem can be swept under the rug, but the fact that truenamers can subtly shift the universe itself makes dealing with them a bit more difficult than a standard challenge to religious dogma.

In an effort to discredit their blasphemous claims, a number of major religions each enrolled several of their best scholars in various institutions of higher linguistic learning to get to the bottom of this "First Language" nonsense once and for all. Few returned to their respective churches, the others having started a religion of their own after being exposed to what they believe is the tongue of creation itself.

Shunned by their parent religions, speakers of the word are clerics and paladins whose studies into the First Language have brought them to accept this tongue as an integral part of their belief system. Though they still cling to the notion of their god as the original speaker of this miraculous language, their former church's doctrine regarding the creation of the world is no longer palatable. Much to the chagrin of the established churches that kicked these individuals out, their gods are still happy to supply them with divine magic and recitations powered by their divine will. To the established ecclesiarchy, the idea that these individuals may actually be right is utterly terrifying.

### Author: Bradley Crouch.

**Role:** Speakers of the word combine divine magic and the First Language, both aspects of their god's will, into a single, cohesive whole. Their channeled energy carries with it the will to change the universe itself, making them particularly terrifying opponents in close quarters.

**Alignment:** A speaker of the word's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

### Hit Die: d6

### Requirements

To qualify to become a speaker of the word, a character must fulfill all of the following criteria.

**Skills:** Linguistics 6 ranks.

**Spells:** Able to recite from the Codex of Artifice and cast 2nd-level divine spells. **Special:** Channel energy class feature; must worship a deity and not an ideal or concept.

### **Class Skills**

The speaker of the word's class skills (and the key ability for each skill) are Diplomacy (Cha), Knowledge (religion) (Int), and Linguistics (Int).

Skill Ranks at Each Level: 2 + Int Modifier.



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### **Class Features**

All of the following are class features of the speaker of the word prestige class.

**Weapon and Armor Proficiency:** Speakers of the word gain no proficiency with any weapon or armor.

### Spells and Recitations per Day

When a new speaker of the word level is gained, the character gains new spells per day as if he had also gained a level in any one divine spellcasting class he belonged to before he added the prestige class and any one reciting class he belonged to previously. He does not, however, gain other benefits a character of that class would have gained. This essentially means that he adds the level of speaker of the word to the level of whatever other reciting class and divine spellcasting class the character has, then determines spells per day, spells known, recitations known, access to the various codices, and caster level accordingly. If a character had more than one reciting class or more than one divine spellcasting class before he became a speaker of the word, he must decide to which class he adds each level of speaker of the word for the purpose of determining spells and recitations per day.

**Divine Recitation (Su):** At 1st level, a speaker of the word has had his conceptual linkage of religion and the First Language validated by the most authoritative of sources: his god. The speaker gains a 1st-level recitation slot. Whenever the speaker prepares divine spells for the day, he may also prepare a 1st-level recitation as though it were a non-spontaneous divine spell. No inflections may be added to this recitation. This recitation may be cast as though it were a divine spell whose spell level is equal to its recitation level and whose school is the same as the recitation's similar school.

At 3rd level, the speaker gains a 2nd-level recitation slot that can be used in the same manner. At 5th level, the speaker gains a 3rd-level recitation slot. **Religious Scholar (Ex):** At 1st level, a speaker of the word gains a sacred bonus to truenaming checks equal to half of the class level of the divine spellcasting class that was chosen to have its spells progress as he levels in this prestige class, rounded down, minimum 1.

Channel the Word: At 2nd level, a speaker of the word gains the ability to add a recitation to his channeled energy. Whenever the speaker channels energy, he may simultaneously recite a 1st-level recitation from the Codex of Heart and Mind. Doing so increases the activation time of the channel energy class feature to a full-round action that provokes attacks of opportunity and makes the ability spell-like instead of supernatural. As the activation time is already a fullround action, no inflection may be added. If the truenaming check for the recitation is successful, then all creatures affected by the channeled energy are also affected by the recitation. If the truenaming check is not successful, then nothing happens and the use of the channel energy class feature is wasted. If the recitation is counterspelled, then the entire channel energy is countered.

At 4th level, the speaker gains the ability to recite 2ndlevel recitations from the Codex of Heart and Mind in the same manner.



**Divine Inflection (Su):** At 5th level, the speaker of the word's bond with his deity strengthens to the point that he can add a single inflection to each of his recitation slots granted by the divine recitation class feature.

						Word
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells and Recitations Per Day
1st	+0	+1	+0	+1	Divine recitation—1st, religious scholar	+1 level of existing reciting class / +1 level of existing divine spellcasting class
2nd	+1	+1	+1	+1	Channel the word—1st	+1 level of existing reciting class / +1 level of existing divine spellcasting class
3rd	+1	+2	+1	+2	Divine recitation—2nd	+1 level of existing reciting class / +1 level of existing divine spellcasting class
4th	+2	+2	+1	+2	Channel the word— 2nd	+1 level of existing reciting class / +1 level of existing divine spellcasting class
5th	+2	+3	+2	+3	Divine inflection, Divine recitation—3rd	+1 level of existing reciting class / +1 level of existing divine spellcasting class

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Table: The Speaker of the Word

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### Trueshaper

The First Language can do anything the speaker knows how to demand, but the breadth of sensations for which the average sapient must account simply overwhelms even the finest of minds. By purposefully limiting their vision to filter out the noise and allow them to focus on their immediate surroundings, trueshapers achieve unparalleled control of their own little world.

Kickstarter Backer: Brandon F.

Author: Bradley Crouch.

Role: Trueshapers are masters of the Codex of Far-Flung Spheres, and can temporarily transform their immediate surroundings into anything they desire.

Alignment: Trueshapers can be of any alignment, but tend to be megalomaniacal.

### Hit Die: d6

### Requirements

To qualify to become a trueshaper, a character must fulfill all of the following criteria.

Skills: Perception 7 ranks. Spells: Able to recite from the Codex of Far-Flung Spheres.

### **Class Skills**

The trueshaper's class skills (and the key ability for each skill) are Appraise (Int), Knowledge (local) (Int), Linguistics (Int), and Perception (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

### **Class Features**

All of the following are class features of the trueshaper prestige class.

Weapon and Armor Proficiency: Trueshapers gain no proficiency with any weapon or armor.

Table: The Trueshaper

### **Recitations per Day**

A trueshaper's levels in the trueshaper prestige class stack with the levels of a reciting class he belonged to before adding the prestige class for the purpose of determining his effective caster level against dispel attempts, as well as for determining the highest level recitation he can recite. He does not, however, gain any other benefit a character of that class would have gained, such as new recitations known. Instead, at each new trueshaper level, a trueshaper learns a single recitation from the Codex of Far-Flung Spheres for which he meets all of the prerequisites.

**Clouded Curse (Ex):** At 1st level, the trueshaper gains the clouded vision oracle curse. Unlike standard oracle curses, this curse is based on his effective caster level against dispel attempts made against his recitations rather than oracle level. If the trueshaper already has the clouded vision oracle curse from another source, then he adds his levels from that other source to his effective caster level.

Coalescing Spheres (Sp): At 1st level, a trueshaper's recitations begin to manifest in a slightly different manner. All recitations from the Codex of Far-Flung Spheres have the following characteristics. This overrides their normal behavior.

### Range: 30 feet

Area: 20-foot radius centered on you Special: All recitations from the Codex of Far-Flung Spheres remain centered on the trueshaper as he moves.

At 3rd level and 5th level, the radius of recitations from the Codex of Far-Flung Spheres increases by +5 feet, to a maximum of 30 feet at 5th level.

Inflections: At 2nd level and 4th level, the trueshaper gains an inflection for which he meets all of the prerequisites. This inflection may only be applied to recitations from the Codex of Far-Flung Spheres.

Eye of the Storm (Sp): At 3rd level, whenever the trueshaper recites a recitation from the Codex of Far-Flung Spheres, he may choose not to include himself in its effects, though it still follows him as he moves.

Master of Spheres: At 5th level, both of the Codex of Far-Flung Spheres-exclusive inflections the trueshaper chose at 2nd and 4th level have their Malleability DC Modifier reduced by -1, to a minimum of +0.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	<b>Recitations Per Day</b>
1st	+0	+1	+0	+1	Clouded curse, coalescing spheres	+1 level of existing reciting class
2nd	+1	+1	+1	+1	Inflection	+1 level of existing reciting class
3rd	+1	+2	+1	+2	Eye of the storm	+1 level of existing reciting class
4th	+2	+2	+1	+2	Inflection	+1 level of existing reciting class
5th	+2	+3	+2	+3	Master of spheres	+1 level of existing reciting class

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### Willshackler

"To know the true name of a man is to know all of his secrets. To know the true name of an outsider is to own it." -Phineas Larch, master truenamer

Just as a strong vocabulary of the fundamentals of the universe grants control over how the universe is shaped using those fundamentals, knowledge of a creature's true name results in a measure of control over that creature. In the case of outsiders, such as devas, demons, and devils, knowledge of a true name nearly equates to outright ownership. Though most creatures that a researcher would consider to be high value hide their true names in some way, shape, or form, some are ignorant or cocky and can be ensnared with but a single word.

Willshacklers are truenamers who have proceeded down the path of proper nouns in the First Language. Though knowledge of one or two proper nouns is indeed powerful, willshacklers posit that learning the speech patterns for the proper nouns of entire races is much more powerful. Though the control willshacklers have over each individual is necessarily quite slight, blurting the most common syllables used for the proper names of a particular race does indeed allow for the formation of weak bonds between the reciter and the victim.

### Author: Bradley Crouch

**Role:** Collecting common proper noun syllables in the same manner their unspecialized colleagues collect recitations, willshacklers resemble truenamers in form and function. Though their growth of understanding of the various codices is somewhat retarded, they bring to bear a number of potent command words that affect specific races and creature subtypes.

**Alignment:** Any. Though the desire to assert dominance over other creatures is typically the realm of the lawful individual, there have been cases of agents of chaos who had the discipline to learn the craft simply because of its sheer potential for shenanigans.

### Hit Die: d6

### Requirements

To qualify to become a willshackler, a character must fulfill all of the following criteria.

**Skills:** Linguistics 10 ranks.

**Spells:** Able to recite from the Codex of the Realized Vision

Feats: Skill Focus (Linguistics)

### **Class Skills**

The willshackler's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (planes) (Int), Linguistics (Int), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int Modifier.

### **Class Features**

All of the following are class features of the willshackler prestige class.

**Weapon and Armor Proficiency:** Willshacklers gain no proficiency with any weapon or armor.

		subtypest			Table: The Willshackler		
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Recitations per Day	
1st	+0	+0	+0	+1	Command word, nomenclature study	+1 level of existing reciting class	
2nd	+1	+1	+1	+1	Command word	+1 level of existing reciting class	
3rd	+1	+1	+1	+2	Nomenclature study	+1 level of existing reciting class	
4th	+2	+1	+1	+2	Command word	+1 level of existing reciting class	
5th	+2	+2	+2	+3	Nomenclature study, true name	+1 level of existing reciting class	
6th	+3	+2	+2	+3	Command word	+1 level of existing reciting class	
7th	+3	+2	+2	+4	Nomenclature study	+1 level of existing reciting class	
8th	+4	+3	+3	+4	Command word	+1 level of existing reciting class	
9th	+4	+3	+3	+5	Nomenclature study	+1 level of existing reciting class	
10th	+5	+3	+3	+5	Command word— annihilate	+1 level of existing reciting class	

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### **Recitations per Day**

At the indicated levels, a willshackler gains new recitations as if he had also gained a level in a reciting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for recitations known, access to the various codices, and an increased effective level of reciting. If a character had more than one reciting class before becoming a willshackler, he must decide to which class he adds the new level for the purpose of determining recitation progression.

Command Word (Su): Starting at 1st level, a willshackler begins to devise sets of instructions to the universe that feed off of his study on proper names within the First Language. These are known as command words. Command words can be used as a standard action and generally follow the rules for recitations, meaning that though their use is a supernatural ability, they provoke attacks of opportunity unless spoken on the defensive. As they are supernatural, they cannot be counterspelled, dispelled, or dismissed. Command words have a range of 60 feet and affect a single creature whose creature type has been selected as one of the willshackler's nomenclature studies. Inflections can be applied to command words, with all of the usual effects. As they are treated like recitations, command words are also subject to all of the Laws of the universe. Command words have no recitation level. To that end, the truenaming DC of each command word is listed in its entry. The DC of a saving throw called for by a command word is equal to 10 + the speaker's willshackler class level + the speaker's Intelligence modifier. The willshackler gains а command word from the list below at 1st, 2nd, 4th, 6th, and 8th level.

Though many command words appear as though they are mind-affecting abilities, they are not. The universe is forcing the behavior to occur by narrowing future possibility to only allow the desired behavior, and if the universe wills it, it happens. To that end, creatures that are generally immune to conditions imposed by or bonus types granted by a command word are affected by them instead. Skeletons with a morale bonus and sickened oozes can indeed happen, that is, if the universe wills it. Similarly, this direct imposition by the universe makes it so command words do not have a similar school that can be manipulated by outside forces.

Ameliorate Duration: instantaneous Truenaming DC: 13

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Under the right circumstances, one word can be the only ray of hope somebody needs. The remaining duration of a chosen condition affecting the subject is reduced by 5 rounds. If the willshackler does not know what conditions a creature is already subject to, he may try to guess, but there is no effect if he names a condition the creature does not have. A successful Will save negates this effect. *Debilitate* Duration: 5 rounds Truenaming DC: 19

A single word can force a creature to be very unwell. At the beginning of the subject's turn, it is both staggered and sickened for 1 round unless it makes a successful Fortitude save. Undead subjects must make a Will save instead.

A willshackler must be at least 6th level to select this command word.

*Exacerbate* Duration: instantaneous Truenaming DC: 13

When it looks like the worst is just about over, a single word can change that. The remaining duration of a condition of the willshackler's choice affecting the subject is doubled. If the willshackler does not know what conditions a creature is already subject to, he may try to guess, but there is no effect if he names a condition the creature does not have. A successful Will save negates this effect.

*Germinate* Duration: 5 rounds Truenaming DC: 16

A word of growth causes roots and vines to burst from the subject's body and root themselves into nearby terrain. The subject is rendered incapable of movement unless it makes a successful Reflex save. Creatures stuck in this fashion may attempt to break free as a standard action. This requires a DC 20 Strength check. Creatures that make their Reflex save or Strength check are entangled for the remainder of the command word's duration. Incorporeal creatures and creatures that are not adjacent to a suitable anchor, such as the ground or a wall, are completely immune to this command word.

*Incapacitate* Duration: instantaneous Truenaming DC: 16

With but a single word, a creature can be frozen in its tracks. The subject is stunned for 1 round with a Fortitude save to negate. Undead subjects must make a Will save instead.

Though this effect is instantaneous, once this command word is spoken, it cannot be spoken again for 5 rounds in accordance with the Law of Flowing Rhetoric.

*Invigorate* Duration: 5 rounds Truenaming DC: 19

Your command gives a creature a mighty burst of energy. The subject gains a +4 morale bonus to both Strength and Constitution.

A willshacker must be at least 4th level to select this command word.





*Lacerate* Duration: instantaneous Truenaming DC: 19

Stick and stones do indeed break bones, but the right choice of words can gut a man. The subject takes bleed damage equal to 10% of its maximum hit points, rounded down. A successful Reflex save halves the damage.

A willshackler must be at least 4th level to select this command word.

*Mutilate* Duration: instantaneous Truenaming DC: 16

This command word is spoken as a move action rather than as a standard action. The affected creature immediately makes an attack against itself with its most deadly wielded weapon or natural weapon unless it makes a successful Will save.

Though this effect is instantaneous, once this command word is spoken, it cannot be spoken again for 5 rounds in accordance with the Law of Flowing Rhetoric.

*Obfuscate* Duration: 5 rounds Truenaming DC: 13

A creature affected by this command word has its judgement impaired. The subject takes a penalty to its Sense Motive checks equal to your Intelligence modifier. A successful Will save negates.

Substantiate Duration: 5 rounds Truenaming DC: 16

A creature affected by this command word is compelled to tell the truth, the whole truth, and nothing but the truth. The subject must clearly and truthfully respond to all queries posed to it. A successful Will save negates.

**Nomenclature Study:** At 1st level, a willshackler has produced a list of syllables that are exceedingly common in the true names given to a certain creature type by the universe. Select a single creature type from Table: Nomenclature Study Creature Types. The willshackler can now target creatures of that creature type with his command words. At 3rd level and every two levels beyond 3rd, the willshackler selects another creature type. He may choose the same creature type multiple times. The Difficulty Class of his command words increases by +1 against that specific creature type for each time it has been selected beyond the first.

If the willshackler chooses humanoids or outsiders as his nomenclature study, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of nomenclature study, the willshackler's bonuses do not stack; he simply uses whichever bonus is higher.

**True Name:** At 5nd level, a willshackler has randomly stumbled across the full true name of a creature whose creature type is one of his nomenclature studies. He gains the true name arcane discovery; however, the willshackler can bind more than just outsiders to his will.

**Command Word:** *Annihilate* **(Su):** At 10th level, a willshackler learns how to order the universe to utterly eliminate a creature. Treat this as a command word with a duration of instantaneous and a truenaming DC of 25. The subject must make a Fortitude save or fold in upon itself before vanishing utterly from the universe. Undead subjects must instead make a Will save. The *wish* and *miracle* spells can return to life those who have been eliminated in this fashion. This command word can only be used once per day per nomenclature study the willshackler has. That is to say, if the willshackler selected humans as his nomenclature study twice and halflings three times, he can use this command word on humans twice per day and on halflings three times per day.

Table: Nomenclature Study 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						

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### Wordsworn Defender

Martial champions attached to various institutions of the study of truenaming, wordsworn defenders are the muscle that repel those who would do harm to the scholars of the First Language. Defensive rather than offensive martial specialists, they are capable of wielding tower shields with astounding alacrity and are known to scrawl various notations on the back of their shields as a truenaming aid.

Author: Bradley Crouch.

**Role:** Wordsworn defenders are frontline fighters who are also capable of fairly potent truemagic. This gives them a distinct advantage against other martial specialists.

**Alignment:** Wordsworn defenders can be of any alignment; however, mastering both the use of martial techniques and truenaming tends to attract only the most disciplined, and usually lawful, personalities.

### Hit Die: d10

### Requirements

To qualify to become a wordsworn defender, a character must fulfill all of the following criteria.

Skills: Linguistics 5 ranks.

**Spells:** Able to recite from the Codex of Far-Flung Spheres.

**Weapon and Armor Proficiency:** Proficient with all martial weapons and tower shields.

Table: The Wordsworn

### **Class Skills**

The speaker of the word's class skills (and the key ability for each skill) are Climb (Str), Knowledge (arcana) (Int), Linguistics (Int), Ride (Str), Spellcraft (Int), and Swim (Str).

### Skill Ranks at Each Level: 2 + Int Modifier.

### **Class Features**

All of the following are class features of the wordsworn defender prestige class.

**Weapon and Armor Proficiency:** Wordsworn defenders gain no proficiency with any weapon or armor.

### **Recitations per Day**

At the indicated levels, a wordsworn defender gains new recitations as if he had also gained a level in a reciting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for recitations known, access to the various codices, and an increased effective level of reciting. If a character had more than one reciting class before becoming a wordsworn defender, he must decide to which class he adds the new level for the purpose of determining recitation progression.

**Encumbered Recitation Specialization (Ex):** At 1st level, a wordsworn defender's extensive training with tower shields has made him particularly adept in their use while simultaneously reciting. The armor check penalty of any tower shield he wields is halved, rounded down, for the purpose of determining truenaming DCs.

Defender					I I		
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Recitations per Day	
1st	+1	+1	+0	+0	Encumbered recitation specialization	+1 level of existing reciting clas	
2nd	+2	+1	+1	+1	Rapid setup, scribbled notes — 1 codex	-	
3rd	+3	+2	+1	+1	Bonus combat feat	+1 level of existing reciting clas	
4th	+4	+2	+1	+1	Tower shield specialization	+1 level of existing reciting clas	
5th	+5	+3	+2	+2	Scribbled notes $-2$ codices	_	
6th	+6	+3	+2	+2	Bonus combat feat	+1 level of existing reciting clas	
7th	+7	+4	+2	+2	Scribbled notes – <i>focus</i>	+1 level of existing reciting clas	
8th	+8	+4	+3	+3	Tower shield specialization	_	
9th	+9	+5	+3	+3	Bonus combat feat	+1 level of existing reciting clas	
10th	+10	+5	+3	+3	Favorite word, scribbled notes — +2	+1 level of existing reciting clas	

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**Rapid Setup (Ex):** Starting at 2nd level, a wordsworn defender can use a tower shield to grant himself total cover as a move action rather than as a standard action.

**Scribbled Notes:** Starting at 2nd level, a wordsworn defender begins to affix random notes on proper pronunciation and the like to the back of his tower shield. Whenever he spends an hour apologizing to the universe each day to reset the Law of Finite Malleability, the wordsworn defender can also scribe various notes on the back of a single tower shield. As which notes are most pertinent to his needs are always changing, a wordsworn defender only receives benefit from the most recent set of notes he produces. As such, producing a new set of notes renders previous sets of notes obsolete. Whenever the wordsworn defender is granted total cover by his scribed tower shield, he gains the benefits of the notes placed upon it.

At 2nd level, the wordsworn defender's notes grant him a  $\pm$ 1 bonus to truenaming checks made when reciting from a single codex. This codex must be one from which he can recite, must be different from the codex chosen for any other set of notes, and can change each time he scribes notes on a tower shield.

At 5th level, the wordsworn defender's notes grant him a  $\pm$ 1 bonus to truenaming checks made when reciting from a single codex. This codex must be one from which he can recite, must be different from the codex chosen for any other set of notes, and can change each time he scribes notes on a tower shield.

At 7th level, the wordsworn defender's notes grant him a +1 bonus to the Difficulty Class of all saving throws called for by his recitations, as well as +2 to caster level checks made to overcome spell resistance when reciting.

At 10th level, notes that grant a +1 bonus to truenaming checks grant a +2 bonus instead.

**Bonus Combat Feat:** At 3rd level, a wordsworn defender may choose a bonus combat feat. This is in addition to the feats that a character of any class normally gets from advancing levels. The character must still meet any prerequisites for these bonus feats. A wordsworn defender gains an additional bonus combat feat at 6th level and 9th level.

**Tower Shield Specialization (Ex):** At 4th level, the wordsworn defender's penalty to attack rolls while wielding a tower shield is reduced by -1. He also receives a +1 bonus to truenaming checks made while wielding a tower shield. At 8th level, the penalty is reduced by a further -1 and his bonus to truenaming checks is increased by a further +1.

**Favorite Word (Sp):** At 10th level, whenever a wordsworn defender recites a recitation from the Codex of Artifice, he may target his scribed tower shield in addition to the recitation's normal targets. His tower shield must be a legal target; however, when using this ability, a scribed tower shield counts as any piece of non-weapon, non-armor equipment.

### Sidebar: A Brute in the Truenamers' Court

The wordsworn defender, being the only martial prestige class available to practitioners of truename magic, is also the best candidate for highlighting the relationship between the truemages and warriors of your campaign world.

### **Relationship 1: Honored Colleagues**

The most positive relationship possible between truemages and wordsworn defenders is that of the colleague in equal standing. Though wordsworn defenders may not have the sheer truenaming capacity that a truenamer or scion of discordia enjoys, they have still taken the time to learn a significant portion of the First Language, and their particular insight into the nuances of combat makes it so they may very well be the authorities when it comes to the syllabic stressing of recitations involving weapons and battlegrounds. Though it may be a fairly narrow specialty, even among a bunch of scholars prone to hyperspecialization, the trade's tendency to hyperspecialize leads them to value and respect the talents of their peers, no matter how narrow.

### **Relationship 2: The Guards**

Less positive than the relationship described above, wordsworn defenders may simply be thought of as the guardians, individuals to protect the primary practitioners as they go about their day-to-day business. This does not mean they're not respected, but rather there is a distinct role that these individuals are meant to fulfill, and it is this role that defines them.

### **Relationship 3: The Hierarchy**

If the relationship between primary truemages and martial truemages is meant to be a primary plot point, then it's a good idea to make conflict. Easily the least positive relationship presented here, truemages believe that the First Language is all that matters, as perfect control over it would create an individual who can handily defeat the gods at their own game. To spend a moment doing anything else is insanity, thus making everyone from wordsworn defenders to speakers of the word second-class citizens in the eyes of the truemages.

## 



### XCODEX OF HEART AND MIND HUMMARY

### Level 1

### Attraction

*normal* - Subject is pulled 10 feet toward you and provokes attacks of opportunity with movement. *reverse* - Subject is pushed 10 feet away from you and provokes attacks of opportunity with movement

### **Bolstering Chant**

normal - Subject gets a stacking DR 2/reverse - Subject's DR is reduced by 2

### **Graphic Description**

*normal* - Subject is sickened with a save to negate each round for that round *reverse* - Subject gets a +2 alchemical bonus to saves against sickening and nauseating effects

### **Hasty Intonation**

normal - Subject gets +20 feet to base land speed reverse - Subject's base land speed is reduced by half

### Instruct the Freshly Dead

*normal* - Subject, a fresh corpse whose zombie would have 2 HD or less, is raised as a zombie under your control for a short time

*reverse* - Subject, a mindless undead with 2 HD or less, is destroyed after a 2 round wait

### Mindbite

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*normal* - Subject gains a +2 alchemical bonus to saves against poison *reverse* - Subject takes 2 points of Intelligence damage after a 2 round wait. Poison

### **Piercing Proclamation**

*normal* - Subject takes 1d8 sonic damage *reverse* - Mute creature can speak

### **Snapping Sinew, Lesser**

*normal* - Subject gets a +3 bonus to his next damage roll with a weapon that applies Strength to damage *reverse* - Subject takes a -3 penalty to his next damage roll with a weapon that applies Strength to damage

### Stimulate Body, Lesser

*normal* - Subject gains a +2 enhancement bonus to your choice of physical ability score *reverse* - Subject takes a -2 penalty to your choice of physical ability score

### Stimulate Mind, Lesser

*normal* - Subject gains a +2 enhancement bonus to your choice of mental ability score

reverse - Subject takes a -2 penalty to your choice of mental ability score

### Venomous Tongue

*normal* - Subject gains a +2 alchemical bonus to saves against poison

*reverse* - Subject takes 2 points of Constitution damage after a 2 round wait. Poison

### Verbal Alchemy, Lesser

*normal* - Subject can spit acid twice as a flask of acid *reverse* - Subject can spit flames once as a flask of alchemist's fire

### Wholeness Locution, Lesser

*normal* - Subject gains fast healing 1 *reverse* - Subject takes 2 damage, then 1 damage each round

### Level 2

### **Building Vitality, Lesser**

*normal* - Each round, subject gains 1 + rounds elapsed temporary hit points, max 3 *reverse* - Each round, subject takes 1 + rounds elapsed damage, max 3

### **Declaration of Combustion**

*normal* - Subject explodes after a 2 round wait, taking 4d6 fire damage and dealing 3d6 fire damage to nearby creatures

reverse - Subject loses the ability to explode on death

### Disdain for the Derivative

*normal* - Subject takes a -2 penalty to DCs to all spells he casts of a chosen school *reverst* - Subject gets a +1 bonus to DCs to all spells he casts of a chosen school

### **Energetic Buffer, Lesser**

*normal* - Subject gains temporary immunity to a chosen energy type *reverse* - Subject takes double damage from a chosen

### energy type

### **Incendiary Remarks**

*normal* - Subject takes 4d6 points of fire damage and lights on fire *reverse* - Creatures attacking subject take 1d4+1 fire damage; if maximum damage is rolled, attack takes a -2

### Lament of the Platypus

normal - Subject take a -2 penalty to his next saving throw

reverse - Subject gets a  $+\mathbf{2}$  insight bonus to his next saving throw

### **Mending Verse**

penalty to AC

*normal* - Subject is healed for 3d6 points of damage after a 2 round wait. Damages undead *reverse* - Subject takes 3d6 points of damage after a 2 round wait. Heals undead

### Runoncitation

*normal* - Remaining duration of a recitation increases by +1 round *reverse* - Remaining duration of a recitation decreases by 1 round

### **Stir Fears**

*normal* - Subject is shaken *reverse* - Subject gets a +4 morale bonus to saves against fear



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### **Uttered Portents**

normal - Subject gets a +4 insight bonus to his next attack roll

reverse - Subject takes a -4 penalty to his next attack roll

### Verbal Alchemy

normal - Subject can spit acid five times as a flask of acid; swift action to spit

reverse - Subject can spit flames three times as a flask of alchemist's fire; swift action to spit

### Word of Resilience, Lesser

normal - Subject gains a +2 enhancement bonus to natural armor

reverse - Subject takes a -2 penalty to natural armor; if subject has no natural armor, -1 AC instead

### Level 3

### **Boastful Oratory**

normal - Roll choice of die from d4 to d12 and store result; when subject rolls stored result for weapon damage, deal maximum damage instead

reverse - Roll choice of die from d4 to d12 and store result; when subject rolls stored result for weapon damage, deal minimum damage instead

### **Building Vitality**

normal - Each round, subject gains 3 + rounds elapsed temporary hit points, max 5

reverse - Each round, subject takes 3 + rounds elapsed damage, max 5

### **Corrosive Remarks**

normal - Subject takes 6d6 acid damage and takes a -2 penalty to AC

reverse - Creatures attacking subject take 1d4+3 acid damage; if maximum damage is rolled, attacker takes a -2 penalty to AC

### **Graceful Withdrawal**

normal - If the subject deals damage in melee, his movement does not provoke attacks of opportunity that round

reverse - If the subject misses a creature in melee, he provokes an attack of opportunity from the creature he missed

### Gravity's Bane

normal - Subject gains a 30-ft. fly speed with perfect maneuverability

reverse - Subject loses the ability to use mechanical means of flight

### Ode to the Porcupine

normal - Creatures that attack the subject in melee take damage. Damage increases as the bodily contact of the attack becomes more intimate

reverse - If the subject has abilities that return damage to melee attackers, the damage dealt by these abilities is halved

### **Snapping Sinew**

normal - Subject gets a +7 bonus to his next damage roll with a weapon that applies Strength to damage reverse - Subject takes a -7 penalty to his next damage roll with a weapon that applies Strength to damage

### Stimulate Body

normal - Subject gains a +4 enhancement bonus to your choice of physical ability score

reverse - Subject takes a -4 penalty to your choice of physical ability score

### **Stimulate Mind**

normal - Subject gains a +4 enhancement bonus to your choice of mental ability score

reverse - Subject takes a -4 penalty to your choice of mental ability score

### **Swift Intonation**

normal - Subject makes an additional attack at his highest attack modifier when making a full-attack action reverse - Subject cannot make a full-attack action

### Transmogrify

normal - Subject gains a bite attack reverse - Subject loses a natural attack of your choice

### Waste Away

normal - Subject takes 2d6 points of damage and is sickened each round

reverse - Subject gains an additional saving throw to end a mundane poison, mundane disease, sickening, or nauseating effect

### Whispers of Glastiglaroth

normal - Subject receives +10 competence bonus to chosen skill if totally untrained in that skill; can perform skill untrained

reverse - Subject's ranks in chosen skill are set to o; cannot perform chosen skill untrained if mental in nature

### Wholeness Locution

normal - Subject gains fast healing 3

reverse - Subject takes 4 damage, then 3 damage each round





### Level 4

### **Creation's Enmity**

normal - Subject takes 1d4+1 temporary negative levels after a 3 round wait reverse - Subject is warded against death and negative energy effects

### **Crushing Insults**

normal - Subject's morale bonuses are suppressed reverse - Subject is immune to mind-affecting abilities that do not grant a morale bonus

### **Fatal Attraction**

normal - Subject is pulled 30 feet toward you, taking damage if it strikes an obstruction

reverse - Subject is pushed 30 feet away from you, taking damage if it strikes an obstruction

### **Imminent Danger**

normal - Subject has a +4 bonus to AC when denied his Dexterity bonus to AC and receives a +2 insight bonus to saves against traps

reverse - Subject takes a -4 penalty to AC when denied his Dexterity bonus to AC and takes a -2 penalty to saves against traps

### **Impending Doom**

normal - Subject takes 1d10 points of damage to a chosen ability score after a 2 round wait

reverse - Subject is cured of 1d10 points of damage to a chosen ability score after a 2 round wait

### Intonation of the Luchadore

normal - Subject does not provoke attacks of opportunity when making combat maneuvers associated with wrestling

reverse - Subject provokes attacks of opportunity when making combat maneuvers associated with wrestling, even if he has feats or abilities that say he does not

### **Peristaltic Chain Reaction**

normal - Subject is nauseated with a save to negate each round for that round

reverse - Subject gets a +5 alchemical bonus to saves against sickening and nauseating effects

### **Shocking Remarks**

normal - Subject takes 9d6 points of damage and is staggered

reverse - Creatures attacking subject take 1d4+5 electric damage. Functions at range

### **Vampiric Intonation**

normal - Subject takes 5d6 damage and you gain temporary hit points equal to the damage dealt reverse - You take 5d6 damage and subject gains temporary hit points equal to the damage dealt.

### Verbal Alchemy, Greater

normal - Subject gains acid resistance and can spit acid five times as a flask of acid; free action 1/round to spit reverse - Subject gains fire resistance and can spit flames three times as a flask of alchemist's fire; free action 1/round to spit

### Word of Resilience

normal - Subject gains a +4 enhancement bonus to natural armor

reverse - Subject takes a -4 penalty to natural armor; if subject has no natural armor, -2 AC instead

### Wrestler's Motto

normal - Subject has a +3 enhancement bonus to combat maneuver checks made in melee combat reverse - Subject takes a -3 penalty to combat maneuver checks made in melee combat





Truename magic, being the use of the most primal of tongues, is defined by its dependence on the verbal. For the roleplay-conscious player, this makes creating a nonsense language to represent Truespeech a great way to define both his character and his craft. When developing this nonsense language, the roleplayer must decide whether or not to add discernable patterns. Patterns generally require that a roleplayer put more work into developing his "First Language", but the First Language can be utterly transformed in the process.

### No Patterns

A recitation that makes an orc vanish may sound harsh and guttural, while the exact same recitation sounds bright and lilting when targeting a human. Making the First Language a random jumble of syllables is very, very easy to roleplay, and some fairly amusing sounds can be totally justified in the name of roleplaying a character to its fullest.

When operating with a chaotic First Language, expect derision from wizards and other scholars, who view Truespeech as the rote memorization of thousands of random exceptions rather than as the pursuit of a cohesive craft. Similarly, clerics of Lawful deities may be personally affronted.

### Patterns

Though recitations may vary greatly over the tiniest things, such as a simple scratch on a sword, there is a core to each recitation, and a truenamer's party eventually clues in on these core groupings. This gives the truenamer's player significant freedom in adding random syllables before and after these core words, while retaining a nugget for others.

When operating with the First Language as a system of patterns, expect a greater rapport with wizards and other scholars, who see Truespeech as another worthy magical craft, but also expect clerics of Chaotic deities to believe that the First Language goes against the entropic principles of the universe.

Of course, martial characters will treat the truenamer as they would any spellcaster: cautiously.



### Level 5

### **Chilling Remarks**

*normal* - Subject takes 12d6 cold damage and has its speed reduced by half for 5 rounds

*reverse* - Creatures attacking subject take 1d4+7 cold damage; if maximum damage is rolled, attacker's speed is reduced by half

### **Command the Freshly Dead**

*normal* - Subject, a fresh corpse whose zombie would have 12 HD or less, is raised as a zombie for a short time *reverse* - Subject, a mindless undead with 12 HD or less, is destroyed after a 2 round wait

### **Energetic Buffer**

*normal* - Subject gains temporary immunity to a chosen energy type

reverse - Subject takes double damage from a chosen energy type

### **Muddling Invective**

normal - Subject takes 2 points of damage to all mental ability scores each round. Poison reverse - Subject has a +5 alchemical bonus against

poisons that damage mental ability scores

### **Piercing Proclamation, Greater**

normal - Subject takes 10d8 sonic damage reverse - Subject is unaffected by magical silence

### **Proclamation of Intervention**

*normal* - Whenever you or the subject are charged, you and subject switch places before charge is resolved *reverse* - Whenever you or the subject charge a creature, you and subject switch places before charge is resolved

### **Runoncitation**, Greater

normal - Remaining duration of a recitation increases by +2 rounds

reverse - Remaining duration of a recitation decreases by 2 rounds

### Stimulate Body, Greater

*normal* - Subject gains a +6 enhancement bonus to your choice of physical ability score *reverse* - Subject takes a -6 penalty to your choice of physical ability score

### Stimulate Mind, Greater

*normal* - Subject gains a +6 enhancement bonus to your choice of mental ability score *reverse* - Subject takes a -6 penalty to your choice of mental ability score

### **Toxic Invective**

*normal* - Subject takes 2 points of damage to all physical ability scores each round. Poison *reverse* - Subject has a +5 alchemical bonus against poisons that damage physical ability scores

### Wholeness Locution, Greater

normal - Subject gains fast healing 5 reverse - Subject takes 6 damage, then 5 damage each round

### Level 6

### **Building Vitality, Greater**

*normal* - Each round, subject gains 3 + twice rounds elapsed temporary hit points, max 9

*reverse* - Each round, subject takes 3 + twice rounds elapsed damage, max 9

### **Creation's Rebuke**

*normal* - Subject takes 1 temporary negative level each round for 5 rounds

*reverse* - A temporary negative level is removed from the subject each round for 5 rounds

### **Declaration of Mass Combustion**

*normal* - Subject is marked as a bomb. Each round on your turn, marked individuals explode, dealing fire damage and marking those damaged, which then explode on your next turn (and so on)

*reverse* - Subject gains resistance to all energy types that increases whenever he takes damage from an energy type

### **Disconnect the Derivative**

*normal* - All magical equipment worn by subject becomes nonmagical

*reverse* - All magical equipment worn by subject becomes immune to *antimagic fields* 

### **Mending Verse**

*normal* - Subject is healed for 12d6 points of damage after a 2 round wait. Damages undead

reverse - Subject takes 12d6 points of damage after a 2 round wait. Heals undead

### **Snapping Sinew, Greater**

*normal* - Subject gets a +20 bonus to his next damage roll with a weapon that applies Strength to damage *reverse* - Subject takes a -20 penalty to his next damage roll with a weapon that applies Strength to damage

### **Terrifying Invocation**

*normal* - Subject is panicked *reverse* - Subject is immune to fear

### Translocate

*normal* - Subject and up to 100 pounds of equipment teleport from current position to a square in range that you can see

reverse - Subject finds it absolutely impossible to move from current position

### Vampiric Intonation, Greater

*normal* - Subject takes 10d6 damage and you gain temporary hit points equal to the damage dealt *reverse* - You take 10d6 damage and subject gains temporary hit points equal to the damage dealt.

### Word of Resilience, Greater

normal - Subject gains a +6 enhancement bonus to natural armor

*reverse* - Subject takes a -6 penalty to natural armor; if subject has no natural armor, -3 AC instead





### **Codex of Heart and Mind: A Primer**

The first codex from which a truemage learns to recite, the Codex of Heart and Mind makes up the bulk of any truemage's vocabulary. Concerning itself with living things, the Codex of Heart and Mind is the easiest of all codices for the average truemage to understand because the average truemage understands what it means to be alive. Of course, the definition the universe uses for life is far more liberal than what we use, thus making the codex encompass everything from humans and elves to elementals and undead.

The Codex of Heart and Mind features reversible recitations. That is to say, whenever a practitioner of truename magic recites a recitation from this codex, he gets to choose to produce one of two effects. All targets affected by the recitation are subject to the chosen effect. Both the normal and reverse variants of a recitation count as the same recitation for the purpose of the Law of Finite Malleability. If the spell descriptors, duration, saving throw, or similar school of the normal and reverse variants of a recitation differ in any way, then that line in a recitation's description will clearly show the difference between the two variants.

All recitations within the Codex of Heart and Mind share the following characteristics unless otherwise noted.

Range: 60 feet Target: A creature within range Spell Resistance: Yes



**XCODEX OF HEART AND MIND WIT** 

### Attraction

Recitation Level: 1 Codex: Heart and Mind Similar School: evocation [force] Duration: instantaneous Saving Throw: Will negates

*Normal:* Your recitation defines the subject in three dimensional space as a function of its distance to you. In this instance, you claim that the subject is closer than it actually is.

Your target is jerked toward you. The subject moves 10 feet toward you in a straight line drawn from the reciter to the subject. This movement provokes attacks of opportunity, but the subject gets a +4 dodge bonus to AC against attacks of opportunity taken during this movement. If the subject would collide with a solid obstruction, another creature that is one size category smaller than it or larger, or the reciter, then its movement stops immediately in a square adjacent to that which stopped it.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

*Reverse:* The much more popular reverse variant of this recitation defines the subject as being further away from you than it actually is.

Your target is thrust away from you. The subject moves 10 feet away from you in a straight line drawn from the reciter to the subject. This movement provokes attacks of opportunity, but the subject gets a +4 dodge bonus to AC against attacks of opportunity taken during this movement. If the subject would collide with a solid obstruction, another creature that is one size category smaller than it or larger, or the reciter, then its movement stops immediately in a square adjacent to that which stopped it.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.



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### **Boastful Oratory**

Recitation Level: 3 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** As with most things said in the First Language, your proclamations of improbable efficacy on the part of the subject have a propensity to become true.

Roll your choice of a d4, d6, d8, d10, or d12 and record the result of the roll. Whenever a weapon damage die rolled by the subject matches the recorded result, it is treated as though it were the maximum possible result of that die instead.

For example, if the recorded result is a 3 and a greatsword wielder rolls a natural '3' and a natural '4' for weapon damage, then he is treated as though he had rolled a '6' and a '4', as 6 is the highest possible result on a d6.

**Reverse:** Conversely, if your proclamations say the subject is a pathetic worm, that also tends to come true for a time.

Roll your choice of a d4, d6, d8, d10, or d12 and record the result of the roll. Whenever a weapon damage die rolled by the subject matches the recorded result, it is treated as though it were the minimum possible result of that die instead.

For example, if the recorded result is a 3 and a greatsword wielder rolls a natural '3' and a natural '4' for weapon damage, then he is treated as though he had rolled a '1' and a '4', as 1 is the lowest possible result on a d6.



### **Bolstering Chant**

Recitation Level: 1 Codex: Heart and Mind Similar School: abjuration Duration: 5 rounds Saving Throw: none

*Normal:* By equating an individual and superior resilience, you make the subject of your recitation as tough as any barbarian.

Your target becomes difficult to wound by physical means. The subject gains DR 2/-. If the subject already has damage reduction from any other source, then the greatest source of damage reduction present on the subject has its magnitude increase by +2. (For example, a fighter wearing adamantine full plate normally has DR 3/-.) With this recitation, it is increased to DR 5/-.)

*Reverse:* Your recitation equates the subject and the concept of squishing like a bug.

Your target becomes very easy to wound by physical means. If the subject has damage reduction, then the greatest source of damage reduction present on the subject has its magnitude decrease by -2. (For example, a fighter wearing adamantine full plate normally has DR 3/-. With this recitation, it is decreased to DR 1/-.)

### **Building Vitality**

Recitation Level: 3 Codex: Heart and Mind Similar School: necromancy Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Fortitude negates

**Normal:** Vitality flows into your subject, and as the universe gets used to doing so, it becomes more effective.

The subject gains 3 temporary hit points. At the beginning of your turn, the subject gains temporary hit points equal to the number of temporary hit points it gained from this recitation last round +1 (max 5). These temporary hit points last for 1 round.

**Reverse:** Vitality is ripped from your subject, and becomes more pronounced as time goes on.

The subject takes 3 point of damage. At the beginning of your turn, the subject takes damage equal to the amount of damage it took from this recitation last round +1 (max 5).



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### **Building Vitality, Greater**

Recitation Level: 6 Similar School: necromancy Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Fortitude negates

*Normal:* Vitality flows into your subject, and as the universe gets used to doing so, it becomes more effective.

The subject gains 3 temporary hit points. At the beginning of your turn, the subject gains temporary hit points equal to the number of temporary hit points it gained from this recitation last round +2 (max 9). These temporary hit points last for 1 round.

**Reverse:** Vitality is ripped from your subject, and becomes more pronounced as time goes on.

The subject takes 3 point of damage. At the beginning of your turn, the subject takes damage equal to the amount of damage it took from this recitation last round +2 (max 9). Damage dealt in this manner is returned to you as temporary hit points. These temporary hit points last for 1 round.



### **Building Vitality, Lesser**

Recitation Level: 2 Codex: Heart and Mind Similar School: necromancy Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Fortitude negates

**Normal:** Vitality flows into your subject, and as the universe gets used to doing so, it becomes more effective.

The subject gains 1 temporary hit point. At the beginning of your turn, the subject gains temporary hit points equal to the number of temporary hit points it gained from this recitation last round +1 (max 3). These temporary hit points last for 1 round.

**Reverse:** Vitality is ripped from your subject, and becomes more pronounced as time goes on.

The subject takes 1 point of damage. At the beginning of your turn, the subject takes damage equal to the amount of damage it took from this recitation last round +1 (max 3).



### Chilling Remarks

Recitation Level: 5 Codex: Heart and Mind Similar School: evocation [cold] Duration: normal - instantaneous; reverse - 5 rounds Saving Throw: Fortitude partial (see text)

**Normal:** You spit words that can freeze the very lifeblood of your subject.

Your target begins to freeze from the inside out. The subject takes 12d6 points of cold damage and has its burrow, swim, fly, climb, and base land speeds reduced by half for 5 rounds. A successful Fortitude save halves the damage and negates the slow effect.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

**Reverse:** Your words ward the subject, causing a malevolent cold to lash out upon attackers.

Your target is covered in a rime of icy cold. Whenever the subject is struck in melee, the subject's attacker takes 1d4+7 cold damage. If maximum cold damage is rolled, the attacker must make a Fortitude save or have its burrow, swim, fly, climb, and base land speeds reduced by half for 1 round.



### **Command the Freshly Dead**

Recitation Level: 5 Codex: Heart and Mind Similar School: necromancy Duration: normal - 5 rounds; reverse - 2 rounds Saving Throw: normal - none; reverse - Will negates

**Normal:** The universe has a name for everything, and that name changes whenever its condition changes. When it comes to organic life, however, the universe has learned to wait a few minutes before declaring a living being a corpse. Life has this interesting habit of starting back up, even in the most ridiculous of circumstances. Your recitation takes advantage of this loophole.

Unlike other recitations in the Codex of Heart and Mind, the target of your recitation is the corpse of a creature that has died within the last minute. The subject is temporarily raised as a zombie under the control of the reciter, but only if the resulting zombie would have 12 HD or less. Templates, such as fast zombie, cannot be applied. If the resulting zombie would have more than 12 HD, the recitation has no effect and is wasted. A creature that is temporarily raised in this manner can be temporarily raised again by a second use of this recitation if the corpse is still fresh enough. A creature raised multiple times in this manner retains its current hit points from the last time it was raised. If a creature raised by this recitation is reduced to o hit points, then the creature's body is wholly ruined and cannot be raised again, whether by necromantic means that animate the body or by spells that return life to a largely-intact body, such as raise dead. Spells and abilities that raise creatures as incorporeal undead still function, as only the body is ruined. If the body is not ruined, a creature that is temporarily raised in this manner can later be raised permanently by such means as the animate dead spell and other like abilities.

### **Reverse:** Conversely, reminding the universe that a dead organic being isn't supposed to be animated at all can do wonders for solving a zombie infestation.

Unlike other recitations in the Codex of Heart and Mind, the target of your recitation is a mindless undead creature. If the subject of this recitation has 12 HD or less, it is destroyed when the recitation's duration expires. A successful Will save negates.



### **Corrosive Remarks**

Recitation Level: 3 Codex: Heart and Mind Similar School: evocation [acid] Duration: normal - instantaneous; reverse - 5 rounds Saving Throw: Fortitude partial (see text)

*Normal:* Your words melt skin, denature sinew, and turn bone to mush.

Your target's body begins to liquefy. The subject takes 6d6 points of acid damage and a -2 penalty to AC for 5 rounds. A successful Fortitude save halves the damage and negates the AC penalty.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

**Reverse:** Rather than lash out and cause the subject to melt, your recitation surrounds the subject with acid that attacks that which attacks him.

Your target is covered in a film of corrosive goo that somehow does not burn unless agitated. Whenever the subject is struck in melee, the subject's attacker takes 1d4+3 acid damage. If maximum acid damage is rolled, the attacker must make a Fortitude save or take a -2 penalty to AC for 1 round.

### Creation's Enmity

Recitation Level: 4 Codex: Heart and Mind Similar School: necromancy Duration: normal - 3 rounds; reverse - 5 rounds Saving Throw: normal - Fortitude partial (see text); reverse - Fortitude negates (harmless)

*Normal:* Your recitation describes the subject as a creature whose very existence threatens the universe.

Your target becomes somewhat subject to mechanisms built into the universe itself that deal with paradoxes by crushing the problem utterly. When the recitation's duration expires, the subject takes 1d4+1 temporary negative levels. On a successful Fortitude save, the subject takes 1 temporary negative level. If the subject is killed by this recitation, his body is reduced to dust, making it impossible to raise or animate using spells that require that the body be whole.

**Reverse:** Your recitation describes the subject as a champion of the time-space continuum and a protector of the universe itself.

Your target momentarily gains the favor of the universe. The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

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### **Creation's Rebuke**

Recitation Level: 6 Codex: Heart and Mind Similar School: necromancy Duration: 5 rounds Saving Throw: normal - none; reverse - Fortitude negates (harmless)

**Normal:** Your recitation agitates the universe, causing it to reach out and begin the subject on the path of oblivion.

Your target begins to fade out as if the universe is attempting to erase it. Each round at the beginning of your turn, the subject takes 1 temporary negative level. If the subject is killed by this recitation, it is erased from the universe and cannot be resurrected save by wish or miracle.

**Reverse:** Your recitation expounds upon how important the subject is to the universe as a whole.

Your target becomes more solid, more vibrant, more... real. Each round at the beginning of your turn, a temporary negative level is removed from the subject.



### **Crushing Insults**

Recitation Level: 4 Codex: Heart and Mind Similar School: enchantment [mind-affecting] Duration: 5 rounds Saving Throw: normal - Will negates; reverse - Will negates (harmless)

**Normal:** Sentient creatures tend to crave the approval of their peers, and even the most stoic of zen masters is positively flighty when compared to a rock. When an insult's potency is enhanced by the First Language, no ego is safe.

All morale bonuses in effect on the subject are suppressed.

**Reverse:** That said, comparing an individual to said rock can make an ego all but impenetrable to outside forces.

The subject becomes immune to all mind-affecting abilities, save those that provide a morale bonus.

### **Declaration of Combustion**

Recitation Level: 2 Codex: Heart and Mind Similar School: evocation [fire] Duration: normal - 2 rounds; reverse - 5 rounds Saving Throw: none (see text)

**Normal:** Your recitation compares the subject to some form of explosive that is known to you. The result is really fun to watch.

Your target becomes a living bomb! When the recitation's duration expires, the subject explodes, taking 4d6 points of fire damage with no saving throw allowed and dealing 3d6 points of fire damage to all other creatures within 10 feet with a Reflex save for half damage. If the recitation is stopped early by artificial means, such as by dispel magic or an antimagic field, then the subject does not explode.

As soon as the recitation begins, the subject understands that something very bad is about to happen. Subjects with an Intelligence score of 3 or higher instinctively understand the implications of the recitation and may attempt to influence collateral damage by charging toward the reciter's allies or running far from his own allies.

**Reverse:** Your recitation compares the subject to a unit of explosive that refuses to explode like the others, a dud. If the subject is one of those creatures that explodes to protect the rest of the colony or whatnot, the result is, again, really fun to watch.

Your target becomes incapable of violent ejaculations of power. For the duration of this recitation, the subject cannot use abilities that kill itself in the process. If it tries, nothing happens and the action used to attempt the ability is wasted. Further, if the subject has an ability that is triggered by the subject's death, then this ability cannot trigger over the course of the duration of the recitation.



### **Declaration of Mass Combustion**

Recitation Level: 6 Codex: Heart and Mind Similar School: evocation [fire] Duration: normal - 4 rounds; reverse - 5 rounds Saving Throw: none (see text)

**Normal:** Your recitation is quite incendiary in the literal sense.

Your target becomes a living bomb! Each round at the beginning of your turn, all creatures that are marked as "living bombs" explode, taking 4d6 points of fire damage with no saving throw allowed and dealing 3d6 points of fire damage to all other creatures within 10 feet with a Reflex save for half damage. Creatures that fail their Reflex save are themselves marked as living bombs, while creatures that explode cease to be marked as living bombs. A creature can be marked as a living bomb only once over the duration of the recitation. Successful use of the dispel magic spell or entry into an antimagic field removes the living bomb designation without triggering an explosion. When the recitation's duration expires, all creatures currently marked as living bombs are unmarked without exploding.

Creatures marked as living bombs understand that something very bad is about to happen. Marked creatures with an Intelligence score of 3 or higher instinctively understand the implications of the recitation and may attempt to influence collateral damage by charging toward the reciter's allies or running far from his own allies.

**Reverse:** Your recitation digs deep into the seldomused vocabulary in Truespeak to evoke images of ablative materials, electrical insulators, flame retardants, materials meant to preserve warmth, and so on.

Your target becomes coated in a smear of gritty, ablative goo. Each time the subject takes acid, cold, electric, fire, or sonic damage, he gains resistance 5 against that energy type. This bonus stacks with itself to a maximum of resistance 30 against each energy type.



### **Disconnect the Derivative**

Recitation Level: 6 Codex: Heart and Mind Similar School: transmutation Duration: 1 round Saving Throw: normal - Will negates; reverse - Will negates (harmless)

**Normal:** The First Language encompasses all things, including all disciplines of magic that have been and ever will be. With but a word, the most powerful relics made by these magical disciplines can be shut down for a time.

All magical equipment worn, wielded, or carried by the subject have their magical properties suppressed. Potions are consumed without effect, wands are just twigs, magic weapons and armor are merely masterwork, ioun stones fall out of the air, and so on. This recitation is unaffected by spells and abilities that disrupt magic, such as an antimagic field or dispel magic.

**Reverse:** Similarly, the right protestation to the universe can make some parts of derivative magic stand up to other parts of derivative magic.

All magical equipment worn, wielded, or carried by the subject ignores the effects of the antimagic field spell. This recitation is unaffected by spells and abilities that disrupt magic, such as an antimagic field or dispel magic.

### Disdain for the Derivative

Recitation Level: 2 Codex: Heart and Mind Similar School: evocation Duration: 5 rounds Saving Throw: none

**Normal:** Truespeech, by definition, encompasses everything that has been, is, and will be. To that end, many practitioners of truemagic look down upon the more cosmopolitan practitioners of the world's mysteries. As with other uses of truemagic, when your recitation is inflected against that which came after, the universe, being the malleable clockwork engine it is, is happy to comply.

Your target becomes less adept at a particular school of magic. Select a school of magic. The subject takes a -2 penalty to the Difficulty Class for all saving throws of spells he casts from the school of magic you select.

**Reverse:** Conversely, a practitioner of truespeak can praise that which came after. Though modern magic may not be as flexible, and usually exists in a finite form, each of these systems is a reflection of truemagic in some, way, shape or form.

Your target becomes more adept at a particular school of magic. Select a school of magic. The subject gets a +1 insight bonus to the Difficulty Class for all saving throws of spells he casts from the school of magic you select.

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Energetic Buffer Recitation Level: 5 Codex: Heart and Mind Similar School: normal - abjuration [acid, cold, electricity, fire, or sonic]; reverse - evocation [acid, cold, electricity, fire, or sonic] Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will partial (see text)

**Normal:** Your recitation includes some embellishments regarding the subject's ability to swim in lava, survive extreme cold, live through being struck by lightning, and withstand the cacophonic wailing of an angry mother-in-law. For a short period of time, the subject is indeed the described individual.

Choose acid, cold, electric, fire, or sonic. This recitation grants your target immunity to damage from the chosen energy type for the recitation's duration or until 50 points of energy damage is prevented in this fashion.

**Reverse:** Your recitation includes some embellishments regarding the subject's amusing propensity to be subject to hypothermia simply by touching an ice cube, its ability to draw lightning like a rod, and descriptions of how the subject's ear drums scream out in pain when any sound is louder than a whisper. For a short period of time, the subject is indeed this pathetic creature.

Choose acid, cold, electric, fire, or sonic. Whenever the subject of this recitation takes damage from the chosen energy type, it takes double that much damage instead. This effect lasts for the recitation's duration or until 50 points of energy damage is doubled in this fashion. On a successful Will save, the effect lasts for the recitation's duration or until 20 points of energy damage is doubled in this fashion.

### Energetic Buffer, Lesser Recitation Level: 2 Codex: Heart and Mind Similar School: normal - abjuration [acid, cold, electricity, fire, or sonic]; reverse - evocation [acid, cold, electricity, fire, or sonic] Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will partial (see text)

**Normal:** Your recitation includes some embellishments regarding the subject's ability to swim in lava, survive extreme cold, live through being struck by lightning, and withstand the cacophonic wailing of an angry mother-in-law. For a short period of time, the subject is indeed the described individual.

Choose acid, cold, electric, fire, or sonic. This recitation grants your target immunity to damage from the chosen energy type for the recitation's duration or until 20 points of energy damage is prevented in this fashion.

**Reverse:** Your recitation includes some embellishments regarding the subject's amusing propensity to be subject to hypothermia simply by touching an ice cube, its ability to draw lightning like a rod, and descriptions of how the subject's ear drums scream out in pain when any sound is louder than a whisper. For a short period of time, the subject is indeed this pathetic creature.

Choose acid, cold, electric, fire, or sonic. Whenever the subject of this recitation takes damage from the chosen energy type, it takes double that much damage instead. This effect lasts for the recitation's duration or until 20 points of energy damage is doubled in this fashion. On a successful Will save, the effect lasts for the recitation's duration or until 8 points of energy damage is doubled in this fashion.



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### **Fatal Attraction**

Recitation Level: 4 Codex: Heart and Mind Similar School: evocation [force] Duration: instantaneous Saving Throw: Will negates

**Normal:** Your recitation defines the subject in three dimensional space as a function of its distance to you. In this instance, you claim that the subject is closer than it actually is.

Your target is jerked toward you. The subject moves 30 feet toward you in a straight line drawn from the reciter to the subject. This movement is so fast and so violent that it does not provoke attacks of opportunity. If the subject would collide with a solid obstruction, another creature that is one size category smaller than it or larger, or the reciter, then its movement stops immediately in a square adjacent to that which stopped it. The subject takes 1d6 points of force damage for every 5 feet of movement remaining when he stops moving due to an obstruction. No damage is dealt to that with which the subject collides.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

**Reverse:** The much more popular reverse variant of this recitation defines the subject as being further away from you than it actually is.

Your target is thrust away from you. The subject moves 30 feet away from you in a straight line drawn from the reciter to the subject. This movement is so fast and so violent that it does not provoke attacks of opportunity. If the subject would collide with a solid obstruction, another creature that is one size category smaller than it or larger, or the reciter, then its movement stops immediately in a square adjacent to that which stopped it. The subject takes 1d6 points of force damage for every 5 feet of movement remaining when he stops moving due to an obstruction. No damage is dealt to that with which the subject collides.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.



### **Graceful Withdrawal**

Recitation Level: 3 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** Like a deer, the hunters say. Like an excellent street acrobat, the cityfolk eagerly intone. Whatever the simile a bystander concocts, your recitation inspires an almost supernatural grace in the subject.

Your target becomes possessed of an unearthly grace. If the subject hits and deals damage to a creature in melee, then the subject's movement does not provoke attacks of opportunity from the creature damaged that round.

**Reverse:** Like a groggy bear, the hunters say. Like the town drunk, the cityfolk spit. Whatever the simile, your recitation inspires the subject to become a bumbling oaf for a short time.

Your target becomes possessed of an incredible clumsiness. If the subject misses a creature in melee, then the subject provokes an attack of opportunity from the creature missed.



### Graphic Description Recitation Level: 1 Codex: Heart and Mind Similar School: normal - enchantment [mind-affecting]; reverse - transmutation Duration: 5 rounds Saving Throw: normal - Will partial (see text); reverse - Fortitude negates (harmless)

*Normal:* Your recitation is a lost list of things that make organics feel nauseous.

Your target is assaulted by visions of fairly disgusting things. Each round at the beginning of the subject's turn, the subject is sickened for 1 round with a Will save to negate for that round.

**Reverse:** Your recitation goes on and on about that one time your subject ate a live grub and nothing bad happened.

Your target becomes capable of keeping his lunch down in most circumstances. The subject gains a +2alchemical bonus to saving throws made against spells and abilities that cause the sickened or nauseated conditions, as well as against food-borne disease and poison.

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Gravity's Bane

Recitation Level: 3 Codex: Heart and Mind Similar School: transmutation Duration: normal - 1 minute; reverse - 5 rounds Saving Throw: normal - Fortitude negates (harmless); reverse - none

**Normal:** Gravity's influence is merely an adjective. Leaving it out creates all sorts of wonderful situations.

The subject gains a fly speed of 30 feet with perfect maneuverability.

**Reverse:** As gravity is an adjective, stressing it more than normal enhances its effect.

Each round, the subject must make a DC 17 Strength check or be unable to use non-magical modes of flight, such as wings, for 1 round.



Hasty Intonation Recitation Level: 1 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** You recite in a hasty, sharp tongue. The subject's legs quickly get into the notion of "doubletime".

Your target's legs become energized and ready to go. The subject's base land speed is increased by +20 feet.

**Reverse:** You recite in a monotonic voice and draw out your syllables for as long as possible.

Your target becomes tired and lethargic. The subject's base land speed is reduced by half.

### **Imminent Danger**

Recitation Level: 4 Codex: Heart and Mind Similar School: enchantment [mind-affecting] Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates

*Normal:* Your recitation describes the subject in a particularly tense mood, watching every shadow for assailants and treating every imperfection in his surroundings as a possible trap.

Your target becomes nervous and high-strung. This recitation grants the subject a +4 bonus to AC when denied his Dexterity bonus to AC. In addition, the subject has a +2 insight bonus to saving throws made against traps.

**Reverse:** Your recitation describes the subject as calm and carefree. Possible dangers are simply ignored as the subject frolics about without a care in the world.

Your target becomes relaxed and carefree. Whenever the subject is denied his Dexterity bonus to AC, he takes an additional -4 penalty to AC. In addition, the subject has a -2 penalty to saving throws made against traps.



### Impending Doom

Recitation Level: 4 Codex: Heart and Mind Similar School: normal - necromancy; reverse - conjuration (healing) Duration: 2 rounds Saving Throw: normal - Fortitude negates; reverse - Fortitude negates (harmless)

**Normal:** You describe how the subject will shrivel up and die after exposure to this recitation.

Your target's body is primed with necromantic energy, then torn asunder. Choose an ability score. When the duration of this recitation expires, the subject takes 1d10 points of damage to the chosen ability score with a Fortitude save to negate.

**Reverse:** Your recitation focuses on the ideas of the recuperative benefits of waiting out an illness in bed.

Your target's body is made whole once again with invigorating energy. Choose an ability score. When the duration of this recitation expires, the subject is cured of 1d10 points of damage to the chosen ability score.

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### **Incendiary Remarks**

Recitation Level: 2 Codex: Heart and Mind Similar School: evocation [fire] Duration: normal - instantaneous; reverse - 5 rounds Saving Throw: Fortitude partial (see text)

### Normal: You proclaim that the subject is hot, hot, hot!

Your target's body erupts in a momentary burst of flame. The subject takes 4d6 points of fire damage and lights on fire as per the rules for alchemist's fire. A successful Fortitude save halves the damage and negates lighting on fire.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

**Reverse:** Your words wreathe your target in an obsessively protective cloak of flame.

Your target is covered in a cloak of flame that lashes out at those who attack him. Whenever the subject is struck in melee, the subject's attacker takes 1d4+1 fire damage. If maximum fire damage is rolled, the attacker must make a Fortitude save or light on fire as per the rules for alchemist's fire.



### Instruct the Freshly Dead

Recitation Level: 1 Codex: Heart and Mind Similar School: necromancy Duration: normal - 5 rounds; reverse - 2 rounds Saving Throw: normal - none; reverse - Will negates

**Normal:** The universe has a name for everything, and that name changes whenever its condition changes. When it comes to organic life, however, the universe has learned to wait a few minutes before declaring a living being a corpse. Life has this interesting habit of starting back up, even in the most ridiculous of circumstances. Your recitation takes advantage of this loophole.

Unlike other recitations in the Codex of Heart and Mind, the target of your recitation is the corpse of a creature that has died within the last minute. The subject is temporarily raised as a zombie under the control of the reciter, but only if the resulting zombie would have 2 HD or less. Templates, such as fast zombie, cannot be applied. If the resulting zombie would have more than 2 HD, the recitation has no effect and is wasted. A creature that is temporarily raised in this manner can be temporarily raised again by a second use of this recitation if the corpse is still fresh enough. A creature raised multiple times in this manner retains its current hit points from the last time it was raised. If a creature raised by this recitation is reduced to o hit points, then the creature's body is wholly ruined and cannot be raised again, whether by necromantic means that animate the body or by spells that return life to a largely-intact body, such as raise dead. Spells and abilities that raise creatures as incorporeal undead still function, as only the body is ruined. If the body is not ruined, a creature that is temporarily raised in this manner can later be raised permanently by such means as the animate dead spell and other like abilities.

**Reverse:** Conversely, reminding the universe that a dead organic being isn't supposed to be animated at all can do wonders for solving a zombie infestation.

Unlike other recitations in the Codex of Heart and Mind, the target of your recitation is a mindless undead creature. If the subject of this recitation has 2 HD or less, it is destroyed when the recitation's duration expires. A successful Will save negates.



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Intonation of the Luchadore

Recitation Level: 4 Codex: Heart and Mind Similar School: enchantment [mind-affecting] Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** Your recitation compares the subject to a mighty, masked wrestler.

Your target becomes adept at the art of wrestling. Whenever the subject makes a bull rush, grapple, sunder, or trip combat maneuver, he does not provoke attacks of opportunity.

**Reverse:** Your recitation describes what would happen if a regular person were to impersonate a mighty, masked wrestler near the subject.

Your target becomes clumsy and leaves himself open to reprisal when attempting to wrestle. Whenever the subject makes a bull rush, grapple, sunder, or trip combat maneuver, he provokes attacks of opportunity even if he is possessed of abilities that would normally negate this occurrence.



Lament of the Platypus Recitation Level: 2 Codex: Heart and Mind Similar School: divination Duration: 5 rounds or until discharged Saving Throw: none

**Normal:** Truespeech puts a great emphasis on tonality, syllable length, and inflection. It makes sense in a fashion, as a language meant to encompass everything ever needs to have as many variables as possible. Still, those who study truespeech find that certain words are designed to have a sort of acid to them, as if the universe itself is ashamed of how they came out. The platypus is the textbook example. As such, when something is compared to a platypus, the universe reacts in a very specific fashion: shame and a desire to remove the object of this shame in a quiet manner.

Your target becomes an object of shame in the eyes of the universe. The subject takes a -2 penalty to his next saving throw.

**Reverse:** Conversely, when something is said to be nothing at all like a platypus, the universe almost seems to well up with pride. Here's something that wasn't a total failure!

Your target becomes an object of pride in the eyes of the universe. The subject gets a +2 insight bonus to his next saving throw.

### Mending Verse

Recitation Level: 2 Codex: Heart and Mind Similar School: normal - conjuration (healing); reverse - necromancy Duration: 2 rounds Saving Throw: normal - Will halves (harmless); reverse - Will halves

**Normal:** Fervently denying the presence of wounds actually makes them go away when spoken in *Truespeech*.

Your target's wounds close after a short duration. When the recitation's duration expires, you channel positive energy that cures 3d6 points of damage to the subject. Since undead are powered by negative energy, this recitation deals damage to them instead of curing their wounds. Those harmed by this recitation are entitled to a Will save for half damage. This recitation is not considered harmless to the undead.

**Reverse:** Similarly, claiming that an individual is covered in sores and cuts can make them appear when spoken in the first tongue.

Your target's body spontaneously becomes wounded after a short duration. When the recitation's duration expires, you channel negative energy that deals 3d6 points of damage to the subject. Since undead are powered by negative energy, this recitation cures their wounds instead of dealing damage to them. Those harmed by this recitation are entitled to a Will save for half damage. This recitation is considered harmless to the undead.



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### Mending Verse, Greater

Recitation Level: 6 Codex: Heart and Mind Similar School: normal - conjuration (healing); reverse - necromancy Duration: 2 rounds Saving Throw: normal - Will halves (harmless); reverse - Will halves

**Normal:** Fervently denying the presence of wounds actually makes them go away when spoken in the first tongue.

Your target's wounds close after a short duration. When the recitation's duration expires, you channel positive energy that cures 12d6 points of damage to the subject. Since undead are powered by negative energy, this recitation deals damage to them instead of curing their wounds. Those harmed by this recitation are entitled to a Will save for half damage. This recitation is not considered harmless to the undead.

**Reverse:** Similarly, claiming that an individual is covered in sores and cuts can make them appear when spoken in the first tongue.

Your target's body spontaneously becomes wounded after a short duration. When the recitation's duration expires, you channel negative energy that deals 12d6 points of damage to the subject. Since undead are powered by negative energy, this recitation cures their wounds instead of dealing damage to them. Those harmed by this recitation are entitled to a Will save for half damage. This recitation is considered harmless to the undead.

### Mindbite

Recitation Level: 1 Codex: Heart and Mind Similar School: normal - transmutation; reverse - conjuration Duration: normal - 5 rounds; reverse - 2 rounds Saving Throw: normal - Fortitude negates (harmless); reverse - Fortitude negates

**Normal:** Your recitation focuses on serpentine imagery and the venom held within such creatures. Much in the same way as antivenom is produced from venom, a limited resistance to such toxins can be elicited from this truemagic.

Your target becomes slightly resistant to poisons. The subject gains a +2 alchemical bonus to saving throws made against poisons.

**Reverse:** Your recitation focuses on serpents and the act of biting down on a victim.

A pair of puncture wounds appear on the subject's forehead. When the recitation's duration expires, the subject takes 2 points of Intelligence damage with a Fortitude save to negate. This is a poison effect.

### **Muddling Invective**

Recitation Level: 5 Codex: Heart and Mind Similar School: normal - conjuration; reverse - transmutation Duration: 5 rounds Saving Throw: normal - see text; reverse - Fortitude negates (harmless)

*Normal:* Your recitation carries a venomous tone. With the universe following along, even a tone can kill.

A pair of puncture wounds appear on the target's body. Each round at the beginning of your turn, the subject takes 2 points of Intelligence damage, 2 points of Wisdom damage, and 2 points of Charisma damage with a Fortitude save to negate. This is a poison effect.

*Reverse:* Your recitation protects its subject's mind from harm by toxins.

Your target becomes resistant to physical poisons. The subject gains a +5 alchemical bonus to saving throws against poisons that deal Intelligence, Wisdom, or Charisma damage or drain. If a poison affects multiple ability scores, this recitation provides protection if any one of those ability scores is among those listed.

### Ode to the Porcupine

Recitation Level: 3 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: Normal - Fortitude negates (harmless); reverse - Fortitude negates

**Normal:** Certain words in Truespeech are... difficult to pronounce for reasons beyond the ken of those studying it. It's almost as though the universe decided to play favorites at the beginning of time. Whenever your subject is compared to a porcupine, for example, the universe takes immediate notice.

Your target bristles with spurs of bone that burst forth from the skin like the spears of a phalanx. Creatures that strike the subject in melee take 1 point of bleed damage. Creatures that strike the subject in melee with a natural weapon or with an unarmed strike take 1d6 points of piercing damage, as well as the aforementioned 1 point of bleed damage. Creatures that grapple the subject take an additional 1d6 points of piercing damage, for a total of 2d6 points of piercing damage, plus the aforementioned 1 point of bleed damage.

**Reverse:** Conversely, when a recitation posits that a creature is most definitely NOT a porcupine, the universe takes notice. The backlash almost suggests a tinge of irritation that anything would dare not to be like a porcupine in any way, shape, or form.

Your target's bristles or other defensive mechanisms blunt significantly or simply vanish. Creatures that deal "retributive" damage to those who strike them in melee deal half damage in this fashion.

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**Peristaltic Chain Reaction** 

Recitation Level: 4 Codex: Heart and Mind Similar School: normal - enchantment [mind-affecting]; reverse - transmutation Duration: 5 rounds Saving Throw: normal - Will partial (see text); reverse - Fortitude negates (harmless)

**Normal:** Your recitation calls up visions of rot, suppurating wounds, and other distasteful things.

Your target is assaulted by visions of disgusting things. Each round at the beginning of the subject's turn, the subject is nauseated for 1 round with a Will save to negate for that round.

**Reverse:** Your recitation compares your target's stomach to a mighty iron cauldron. It can take anything and remain intact!

Your target becomes capable of keeping his lunch down in all but the most dire of circumstances. The subject gains a +5 alchemical bonus to saving throws made against spells and abilities that cause the sickened or nauseated conditions, as well as against food-borne disease.



### **Piercing Proclamation**

Recitation Level: 1 Codex: Heart and Mind Similar School: evocation [sonic] Duration: normal - instantaneous; reverse - 5 rounds Saving Throw: normal - Fortitude negates; reverse - Will negates (harmless)

**Normal:** Raising one's voice in the First Language is significantly more deadly than in most other languages.

A blast of sound strikes the subject, dealing 1d8 points of sonic damage.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

**Reverse:** By the same token, the First Language can be used to help others raise their voices.

A strange humming sound emanates from the throat of the subject, allowing it to speak in a high-pitched, airy voice even if it could not physically do so. Any magical silence effects preventing the subject from speaking normally also prevent the subject from speaking with the aid of this recitation.

### Piercing Proclamation, Greater

Recitation Level: 5 Codex: Heart and Mind Similar School: evocation [sonic] Duration: normal - instantaneous; reverse - 5 rounds Saving Throw: normal - Fortitude negates; reverse - Will negates (harmless)

**Normal:** Those who specialize in this recitation remark that inflection and tonality is harder when screaming.

A blast of sound strikes the subject, dealing 10d8 points of sonic damage.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

**Reverse:** Not surprisingly, a recitation that must be screamed helps others scream.

The subject may speak and otherwise produce sound normally while under the effects of a magical silence effect, and sound the subject produces within the bounds of an area of magical silence travels unhindered to those outside of that area of magical silence.

### **Proclamation of Intervention**

Recitation Level: 5 Codex: Heart and Mind Similar School: conjuration (teleportation) Duration: 5 rounds Saving Throw: normal - none; reverse - Will negates

**Normal:** You speak of the bond between two individuals and how nothing can ever keep them apart.

You and your target become linked. Whenever you or the subject are charged, if you are within 60 feet of the subject, then you and the subject spontaneously change places. This effect happens so quickly that the charging creature does not have a chance to realize its target has changed and must follow through with its charge. If the charging creature has an ability that grants the ability to make a full attack as part of another action, such as pounce, then the charging creature may stop attacking after its first attack.

Creatures linked with the reciter understand that there are terrible consequences for charging the reciter. Linked creatures with an Intelligence score of 3 or higher instinctively understand the implications of the recitation.

### **Reverse:** "Joined at the hip" has nothing on what this recitation can do.

You and your target become linked. Whenever you or the subject charge a creature, if you are within 60 feet of the subject at the end of the charge, then you and the subject spontaneously change places. This effect happens so quickly that the charger is still treated as having charged if there is a viable target within range after changing places.



### **Runoncitation** Recitation Level: 2 Codex: Heart and Mind Similar School: evocation Duration: instantaneous Saving Throw: none

**Normal:** All truenamers have been there. Despite all of their training, all of the hours spent making sure that diphthong is being represented absolutely perfectly, the universe seems to be in a hurry to get back to normal whenever the First Language is leveraged to bring about change. The truenamer who finally realized that describing an ongoing recitation as something the universe wanted to keep around actually works eventually became the closest thing truenamers have to a deity. To this day, a statuette of this woman can be found in any First Language library worth its salt.

The remaining duration of a single ongoing recitation of your choice affecting the subject increases by +1 round. If you are not the reciter of the chosen recitation, then you must make a caster level check against a DC of 11 + the caster level of the reciter. If you are successful, then the duration increases as normal. If you are not, this recitation has no effect.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

### Reverse: Of course, the reverse operation is also true.

The remaining duration of a single ongoing recitation of your choice affecting the subject decreases by -1 round. If you are not the reciter of the chosen recitation, then you must make a caster level check against a DC of 11 + the caster level of the reciter. If you are successful, then the duration decreases as normal. If you are not, this recitation has no effect.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.



### Runoncitation, Greater

Recitation Level: 5 Codex: Heart and Mind Similar School: evocation Duration: instantaneous Saving Throw: none

**Normal:** Putting more belief behind the assertion that the universe wants to keep a certain recitation around actually works!

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The remaining duration of a single ongoing recitation of your choice affecting the subject increases by +2 rounds. If you are not the reciter of the chosen recitation, then you must make a caster level check against a DC of 11 + the caster level of the reciter. If you are successful, then the duration increases as normal. If you are not, this recitation has no effect.

Reverse: The reverse is still true.

The remaining duration of a single ongoing recitation of your choice affecting the subject decreases by -2 rounds. If you are not the reciter of the chosen recitation, then you must make a caster level check against a DC of 11 + the caster level of the reciter. If you are successful, then the duration decreases as normal. If you are not, this recitation has no effect.



**Shocking Remarks** Recitation Level: 4 Codex: Heart and Mind Similar School: evocation [electricity] Duration: normal - instantaneous; reverse - 5 rounds Saving Throw: Fortitude partial (see text)

**Normal:** Crackling with the energy that exists everywhere in creation, your words bring the thunder.

Your target's body is blasted by lightning from the inside. The subject takes 9d6 points of electric damage and is staggered for 1 round. A successful Fortitude save halves the damage and negates the staggered effect.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

*Reverse:* Your subject is protected by a spherical shell of electricity for a short time.

Your target is covered in a shell of electricity that lashes out at attackers. Whenever the subject is struck in melee or by a physical ranged attack, the subject's attacker takes 1d4+5 electric damage.





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### **Snapping Sinew**

Recitation Level: 3 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Fortitude negates; reverse - Fortitude negates

**Normal:** Your recitation expounds upon the subject's great feats of strength. For just a moment, these feats can readily be a reality.

Your target becomes mighty! The next time the subject successfully hits a creature with a weapon that deals additional damage based on the wielder's Strength, he gets a +7 bonus to the subsequent damage roll. This effect lasts for the recitation's duration or until the subject deals bonus damage once.

**Reverse:** Your recitation mocks the subject's complete lack of muscle strength and openly wonders how that individual can drag that oh-so-heavy carcass out of bed in the morning. Amazingly, truenaming has a single word for all of that. For just a moment, the subject resembles the recitation.

Your target becomes puny! The next time the subject successfully hits a creature with a weapon that deals additional damage based on the wielder's Strength, he gets a -7 penalty to the subsequent damage roll. This effect lasts for the recitation's duration or until the subject deals less damage once.

### **Snapping Sinew, Greater**

Recitation Level: 6 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Fortitude negates; reverse - Fortitude negates

**Normal:** Your recitation expounds upon the subject's great feats of strength. For just a moment, these feats can readily be a reality.

Your target becomes mighty! The next time the subject successfully hits a creature with a weapon that deals additional damage based on the wielder's Strength, he gets a +20 bonus to the subsequent damage roll. This effect lasts for the recitation's duration or until the subject deals bonus damage once.

**Reverse:** Your recitation mocks the subject's complete lack of muscle strength and openly wonders how that individual can drag that oh-so-heavy carcass out of bed in the morning. Amazingly, truenaming has a single word for all of that. For just a moment, the subject resembles the recitation.

Your target becomes puny! The next time the subject successfully hits a creature with a weapon that deals additional damage based on the wielder's Strength, he gets a -20 penalty to the subsequent damage roll. This effect lasts for the recitation's duration or until the subject deals less damage once.

### **Snapping Sinew, Lesser**

Recitation Level: 1 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Fortitude negates; reverse - Fortitude negates

*Normal:* Your recitation expounds upon the subject's great feats of strength. For just a moment, these feats can readily be a reality.

Your target becomes mighty! The next time the subject successfully hits a creature with a weapon that deals additional damage based on the wielder's Strength, he gets a +3 bonus to the subsequent damage roll. This effect lasts for the recitation's duration or until the subject deals bonus damage once.

**Reverse:** Your recitation mocks the subject's complete lack of muscle strength and openly wonders how that individual can drag that oh-so-heavy carcass out of bed in the morning. Amazingly, truenaming has a single word for all of that. For just a moment, the subject resembles the recitation.

Your target becomes puny! The next time the subject successfully hits a creature with a weapon that deals additional damage based on the wielder's Strength, he gets a -3 penalty to the subsequent damage roll. This effect lasts for the recitation's duration or until the subject deals less damage once.



**Stimulate Body** Recitation Level: 3 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Fortitude negates (harmless); reverse - Fortitude negates.

**Normal:** *Your recitation embellishes the physical prowess of the subject.* 

Your target becomes more physically able. Choose Strength, Dexterity, or Constitution. The subject gains a +4 enhancement bonus to the selected ability score.

*Reverse:* Your recitation downplays the physical prowess of the subject.

Your target becomes less physically able. Choose Strength, Dexterity, or Constitution. The subject takes a -4 penalty to the selected ability score.





### Stimulate Body, Greater

Recitation Level: 5 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Fortitude negates (harmless); reverse - Fortitude negates.

*Normal:* Your recitation embellishes the physical prowess of the subject.

Your target becomes more physically able. Choose Strength, Dexterity, or Constitution. The subject gains a +6 enhancement bonus to the selected ability score.

**Reverse:** Your recitation downplays the physical prowess of the subject.

Your target becomes less physically able. Choose Strength, Dexterity, or Constitution. The subject takes a -6 penalty to the selected ability score.

### Stimulate Body, Lesser

Recitation Level: 1 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Fortitude negates (harmless); reverse - Fortitude negates.

*Normal:* Your recitation embellishes the physical prowess of the subject.

Your target becomes more physically able. Choose Strength, Dexterity, or Constitution. The subject gains a +2 enhancement bonus to the selected ability score.

Reverse: Your recitation mocks the subject's prowess.

Your target becomes less physically able. Choose Strength, Dexterity, or Constitution. The subject takes a -2 penalty to the selected ability score.

### Stimulate Mind

Recitation Level: 3 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates.

**Normal:** Your recitation embellishes the mental acuity of the subject.

Your target benefits from enhanced mental function. Choose Intelligence, Wisdom, or Charisma. The subject gains a +4 enhancement bonus to the selected ability score.

**Reverse:** Your recitation downplays the mental acuity of the subject.

Your target begins to resemble a blithering idiot. Choose Intelligence, Wisdom, or Charisma. The subject takes a -4 penalty to the selected ability score.

### Stimulate Mind, Greater

Recitation Level: 5 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates.

**Normal:** Your recitation embellishes the mental acuity of the subject.

Your target benefits from enhanced mental function. Choose Intelligence, Wisdom, or Charisma. The subject gains a +6 enhancement bonus to the selected ability score.

*Reverse:* Your recitation downplays the mental acuity of the subject.

Your target begins to resemble a blithering idiot. Choose Intelligence, Wisdom, or Charisma. The subject takes a -6 penalty to the selected ability score.

### Stimulate Mind, Lesser

Recitation Level: 1 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates.

**Normal:** Your recitation embellishes the mental acuity of the subject.

Your target benefits from enhanced mental function. Choose Intelligence, Wisdom, or Charisma. The subject gains a +2 enhancement bonus to the selected ability score.

**Reverse:** Your recitation downplays the mental acuity of the subject.

Your target begins to resemble a blithering idiot. Choose Intelligence, Wisdom, or Charisma. The subject takes a -2 penalty to the selected ability score.

**Stir Fears** 

Recitation Level: 2 Codex: Heart and Mind Similar School: normal - necromancy [mind-affecting]; reverse - enchantment [mind-affecting] Duration: 5 rounds Saving Throw: normal - Will negates; reverse - Will negates (harmless)

Normal: Your recitation invokes disturbing images.

Your target is assaulted with terrifying images. The subject is shaken with a Will save to negate.

Reverse: You applaud the subject's great bravery.

Your target becomes a fearless and peerless warrior. The subject has a +4 morale bonus to saving throws against fear effects.



### Swift Intonation

Recitation Level: 3 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates

*Normal:* Your recitation speaks of the subject's amazing alacrity with his choice of weapon.

Your target becomes a blur of graceful motion. Whenever the subject makes a full attack action, he gains an additional attack at his highest attack bonus.

**Reverse:** Your recitation speaks of way the subject simply cannot make his blows flow from one to another.

Your target's balance becomes hideous. The subject cannot make a full attack action. If the subject has an ability that grants the ability to make a full attack as part of another action, such as pounce, then that ability does not function.



### **Terrifying Invocation**

Recitation Level: 6 Codex: Heart and Mind Similar School: normal - necromancy [mind-affecting]; reverse - enchantment [mind-affecting] Duration: 5 rounds Saving Throw: normal - Will negates; reverse - Will negates (harmless)

**Normal:** Your recitation describes a series of things that most find quite terrifying.

Your target is assaulted with terrifying images. The subject is panicked with a Will save to negate.

**Reverse:** Your recitation compares the subject to your average paladin: that is to say, a fearless smiting machine.

Your target becomes a fearless and peerless warrior. The subject has immunity to fear and gains a +4 morale bonus to attack rolls, saves, and skill checks.

### **Toxic Invective**

Recitation Level: 5 Codex: Heart and Mind Similar School: normal - transmutation; reverse - conjuration Duration: 5 rounds Saving Throw: normal - Fortitude partial (see text); reverse - Fortitude negates (harmless)

**Normal:** Your recitation carries a venomous tone. With the universe following along, even a tone can kill.

A pair of puncture wounds appear on the target's body. Each round at the beginning of your turn, the subject takes 2 points of Strength damage, 2 points of Dexterity damage, and 2 points of Constitution damage with a Fortitude save to negate. This is a poison effect.

*Reverse:* Your recitation protects its subject's body from harm by toxins.

Your target becomes resistant to physical poisons. The subject gains a +5 alchemical bonus to saving throws against poisons that deal Strength, Dexterity, or Constitution damage or drain. If a poison affects multiple ability scores, this recitation provides protection if any one of those ability scores is among those listed.





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### Translocate

Recitation Level: 6 Codex: Heart and Mind Similar School: normal - conjuration (teleportation); reverse - abjuration Duration: normal - instantaneous; reverse - 5 rounds Saving Throw: normal - Will negates; reverse - Will negates

**Normal:** Your recitation details the location of the subject to the minutest of details. Of course, in order to elicit some useful response from the universe, your recitation is a complete fabrication. The goal, of course, is to get the universe to do the moving for you.

The subject and up to 100 pounds of equipment vanishes in a puff of smoke and reappears in an unoccupied square in range of the reciter. The reciter must be able to see this square. If the subject has too much equipment, the reciter's choice of equipment clatters to the ground in the square in which the subject started. Equipment whose natural response to being dropped is not to clatter to the ground does whatever it is that it usually does.

**Reverse:** Your recitation details the location of the subject to the minutest of details. The location detailed is the truth, thus prompting the universe to take notice and ensure that this remains the truth for a short while.

The subject is rendered completely incapable of moving from where it currently is. It cannot move under its own power; move under the power of any other creature, including a mount; be subject to any combat maneuvers that force movement or trip the target; use or be the target of spells and abilities that change its location, such as dimension door, gust of wind, teleport and plane shift; or otherwise change its coordinates in threedimensional space by any conceivable means known to its or any other race. It is stuck, period. If any forbidden spells are cast by or on the subject, the spell is wasted and nothing happens. Even if the spell can affect multiple targets, if the subject is one of those targets or is affected by sheer happenstance, the entire spell simply fails because the universe is NOT putting up with that right now. On the plus side, if the subject was flying, it no longer needs to use its form of locomotion to simply hover in the air because gravity has decided to take a vacation for a few moments.



### Transmogrify

Recitation Level: 3 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Fortitude negates (harmless); reverse - Fortitude negates

**Normal:** You recite a compound trueword. The first half describes the subject, while the second half describes a beast with a huge, sharp fangs.

Your target temporarily takes on the maw of a predatory beast. The subject gains a bite attack. This bite can be used in the two ways detailed below. First, the bite may be used on its own as an attack action, dealing regular bite damage + 1 1/2 times the subject's Strength modifier damage. Second, the bite may be used as part of a full attack action, dealing regular bite damage + 1/2 the subject's Strength modifier damage. When used as part of a full attack action, the bite attack roll is made at the subject's highest attack modifier -5. A bite attack deals bludgeoning, slashing, and piercing damage.

**Reverse:** You recite a detailed description of the subject, but leave out one important detail. The universe, peeking up from whatever it is it normally does, notices that the trueword recited and the creature itself are at odds. Truemagic being what it is, the creature begins to change...

Your target finds one of its natural weapons atrophied to the point of uselessness or utterly removed. Choose one of the subject's natural weapons, such as bite, claw, tail slap, or wings. This natural weapon shrinks or vanishes utterly; the subject cannot make attacks with that particular natural weapon. If the natural weapon is also a form of locomotion, such as a dragon's wings providing flight, then that form of locomotion is unavailable for the duration of this recitation. If the subject loses its last natural attack to this recitation, then the subject gains a slam attack.



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### **Uttered Portents**

Recitation Level: 2 Codex: Heart and Mind Similar School: divination Duration: 5 rounds or until discharged Saving Throw: normal - Will negates (harmless); reverse - Will negates

*Normal:* Your recitation states what the future will be, and it shall be a triumphant future! The universe shifts slightly to make as much of your recitation a reality as is physically possible.

Your target's actions become an axis upon which the universe revolves for a short period of time. The subject's gains a +4 insight bonus to his next attack roll.

**Reverse:** Your recitation states what the future will be, but rather than predict victory, you predict hardship and defeat at the hands of the enemy.

Your target's actions become hindered by an alternate future that becomes all too real at just the wrong time. The subject takes a -4 penalty to his next attack roll.

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Vampiric Intonation Recitation Level: 4 Codex: Heart and Mind Similar School: necromancy Duration: instantaneous Saving Throw: normal - Fortitude halves; reverse - Fortitude negates (harmless)

*Normal:* Your recitation speaks of theft and larceny on the spiritual level.

Your target's life force is drained for your own use. The subject takes 5d6 points of damage with a Fortitude save for half. You gain an amount of temporary hit points equal to the damage dealt. These temporary hit points persist for 1 hour. Temporary hit points gained from damaging separate creatures with this recitation do not stack.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

**Reverse:** Your recitation speaks of the incredible donation you are making.

Your life force is drained for the target's use. You take 5d6 points of damage and your subject gains temporary hit points equal to the damage you took. These temporary hit points persist for 1 minute. If this recitation has multiple targets, they all gain temporary hit points equal to the damage you took.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

### Vampiric Intonation, Greater

Recitation Level: 6 Codex: Heart and Mind Similar School: necromancy Duration: instantaneous Saving Throw: normal - Fortitude halves; reverse - Fortitude negates (harmless)

*Normal:* Your recitation speaks of the rending of the soul in minute detail.

Your target's life force is drained for your own use. The subject takes 10d6 points of damage with a Fortitude save for half. You gain an amount of temporary hit points equal to the damage dealt. These temporary hit points persist for 1 hour. Temporary hit points gained from damaging separate creatures with this recitation do not stack.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

**Reverse:** Your recitation makes grandiose claims regarding the potency of your life force and how there's plenty to go around.

Your life force is drained for the target's use. You take 10d6 points of damage and your subject gains temporary hit points equal to the damage you took. These temporary hit points persist for 1 minute. If this recitation has multiple targets, they all gain temporary hit points equal to the damage you took.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

### **Venomous Tongue**

Recitation Level: 1 Codex: Heart and Mind Similar School: normal - transmutation; reverse - conjuration Duration: normal - 5 rounds; reverse - 2 rounds Saving Throw: normal - Fortitude negates (harmless); reverse - Fortitude negates

**Normal:** Your recitation focuses on serpentine imagery and the venom held within such creatures. Much in the same way as antivenom is produced from venom, a limited resistance to such toxins can be elicited from this truemagic.

Your target becomes slightly resistant to poisons. The subject gains a +2 alchemical bonus to saving throws made against poisons.

**Reverse:** Your recitation focuses on serpents and the act of biting down on a victim.

A pair of puncture wounds appear on the subject's body. When the recitation's duration expires, the subject takes 2 points of Constitution damage with a Fortitude save to negate. This is a poison effect.



### Verbal Alchemy

Recitation Level: 2 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds or until discharged (see text) Saving Throw: Fortitude negates (harmless)

**Normal:** Combining the syllables for "acid tongue" with that of a snake's tongue makes the resulting spitting much more efficient.

The subject's salivary glands fill with alchemical acid. As a swift action, the subject may spit this acid at a creature within 30 feet, dealing damage as though the target had been struck with a flask of acid, including splash damage, on a successful ranged touch. Once the subject has spit five times in this manner, the recitation ends immediately.

Reverse: Apparently, snakes can also spit fire.

The subject's salivary glands fill with alchemist's fire. As a swift action, the subject may spit this fire at a creature within 30 feet, dealing damage as though the target had been struck with a flask of alchemist's fire, including splash damage, on a successful ranged touch. Once the subject has spit three times in this manner, the recitation ends immediately.

### Verbal Alchemy, Greater

Recitation Level: 4 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds or until discharged (see text) Saving Throw: Fortitude negates (harmless)

**Normal:** Enterprising gnomish truenamers fell in love with the idea of spitting acid and worked long and hard to make that acid even more caustic. After several grisly mishaps, they decided to spend the time developing a way to make the recipient withstand the acid in the first place.

The subject's salivary glands fill with alchemical acid. It also gains acid resistance 20. Once per round as a free action, the subject may spit this acid at a creature within 30 feet, dealing damage as though the target had been struck with a flask of acid, including splash damage, on a successful ranged touch. Each time the subject spits acid, the acid resistance granted by this recitation decreases by -4. Once the subject has spit five times in this manner, the recitation ends immediately.

# **Reverse:** Having learned their lesson, these gnomish truenamers approached the reverse with care.

The subject's salivary glands fill with alchemist's fire. It also gains fire resistance 20. Once per round as a free action, the subject may spit this fire at a creature within 30 feet, dealing damage as though the target had been struck with a flask of alchemist's fire, including splash damage, on a successful ranged touch. Each time the subject spits fire, the fire resistance granted by this recitation decreases by -5. Once the subject has spit four times in this manner, the recitation ends immediately.

### Verbal Alchemy, Lesser

Recitation Level: 1 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds or until discharged (see text) Saving Throw: Fortitude negates (harmless)

**Normal:** The First Language takes the phrase "acid tongue" quite literally.

The subject's salivary glands fill with alchemical acid. As a standard action, the subject may spit this acid at a creature within 30 feet, dealing damage as though the target had been struck with a flask of acid, including splash damage, on a successful ranged touch. Once the subject has spit twice in this manner, the recitation ends immediately.

**Reverse:** The same goes for "dragon breath" or "dragon lady".

The subject's salivary glands fill with alchemist's fire. As a standard action, the subject may spit this fire at a creature within 30 feet, dealing damage as though the target had been struck with a flask of alchemist's fire, including splash damage, on a successful ranged touch. Once the subject has spit once in this manner, the recitation ends immediately.

# HHINITYS

Waste Away

Recitation Level: 3 Codex: Heart and Mind Similar School: normal - necromancy; reverse - conjuration (healing) Duration: normal - 5 rounds; reverse - instantaneous Saving Throw: see text

**Normal:** Your recitation refers to the subject as weak and sickly, an individual not long for this world.

Your target is wracked by phantom pains. Each round at the beginning of your turn, the subject takes 2d6 points of damage with a Fortitude save to negate. If the subject fails his Fortitude save, he is sickened for 1 round.

**Reverse:** Your recitation refers to an individual as hale and hearty. Though this does little for those who are already healthy, it can do wonders for those who are under the weather.

Your target benefits from a surge of vitality. The subject is entitled to an additional saving throw against his choice of one of the following: a mundane poison effect, a mundane disease effect, or an effect that has made him sickened or nauseated. If this saving throw is successful, the effect ends immediately.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.



Whispers of Glastiglaroth

Recitation Level: 3 Codex: Heart and Mind Similar School: divination Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** Glastiglaroth is a god of all knowledge. Given he knows pretty much everything, he has taken an intense interest in the short-lived mortal races, for the present-day actions of those with free will are among the only things that carry any sense of the unknown anymore. He particularly enjoys those who go about trying to scoop up as much knowledge as they can before their mortality renders such an effort a moot point, and helps said search along when he can. Not surprisingly, his name pops up fairly often in Truespeech research.

Name a skill. If the subject has no ranks in that skill, it receives a +10 competence bonus to it and may perform that skill untrained.

**Reverse:** Of course, there are those who would use knowledge to do things that go against Glastiglaroth's wishes. He has tools for them, as well.

Name a skill. The subject is treated as though it has no ranks in that skill, and if that skill has Intelligence, Wisdom, or Charisma as its key ability, the subject cannot perform that skill untrained.



### Wholeness Locution

Recitation Level: 3 Codex: Heart and Mind Similar School: normal - conjuration (healing); reverse - necromancy Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** You recite a precise description of the subject as that individual would be described if not burnt, bruised, bleeding, or otherwise abused by the adventuring profession. The subject's wounds close in accordance with this.

Your target's wounds begin to close with trollish efficiency. This recitation grants your target fast healing 3.

**Reverse:** You recite a precise description of the subject as that individual would be described after being mugged by a small group of thugs. Wounds and lacerations spontaneously appear on the subject in accordance with this.

This recitation deals 4 points of damage to the target immediately, plus an additional 3 points of damage each round at the beginning of your turn. Wholeness Locution. Greater Recitation Level: 5 Codex: Heart and Mind Similar School: normal - conjuration (healing);

reverse - necromancy Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** You recite a precise description of the subject as that individual would be described if not burnt, bruised, bleeding, or otherwise abused by the adventuring profession. The subject's wounds rapidly close in accordance with this.

Your target's wounds begin to close with trollish efficiency. This recitation grants your target fast healing 5.

**Reverse:** You recite a precise description of the subject as that individual would be described after being mauled by several angry bears. Wounds and lacerations spontaneously appear on the subject in accordance with this.

This recitation deals 6 points of damage to the target immediately, plus an additional 5 points of damage each round at the beginning of your turn.



Wholeness Locution, Lesser Recitation Level: 1 Codex: Heart and Mind Similar School: normal - conjuration (healing); reverse - necromancy Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** You recite a precise description of the subject as that individual would be described if not burnt, bruised, bleeding, or otherwise abused by the adventuring profession. The subject's wounds slowly close in accordance with this.

Your target's wounds begin to close with trollish efficiency. This recitation grants your target fast healing 1.

**Reverse:** You recite a precise description of the subject as that individual would be described after a particularly brutal bar fight. Wounds and lacerations spontaneously appear on the subject in accordance with this.

This recitation deals 2 points of damage to the target immediately, plus an additional 1 point of damage each round at the beginning of your turn.



### Word of Resilience

Recitation Level: 4 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Fortitude negates (harmless); reverse - Fortitude negates

**Normal:** The subject of your recitation experiences slight discomfort as his flesh significantly thickens temporarily.

Your target's skin becomes tough and unyielding, much like a suit of hide amor. This recitation grants your target a +4 enhancement bonus to natural armor. Constructs not made of flesh, incorporeal undead, elementals, and other creatures without an organic outer covering are immune to this recitation.

**Reverse:** The subject of your recitation experiences significant discomfort as his flesh dries out and cracks.

Your target's skin becomes tough and craggy, then abruptly splits, causing great discomfort. This recitation imposes a -4 penalty to the target's natural armor bonus to AC. If the target has no natural armor bonus to AC, then it takes a -2 penalty to AC instead. Constructs not made of flesh, incorporeal undead, elementals, and other creatures without an organic outer covering are immune to this recitation.

### Word of Resilience, Greater

Recitation Level: 6 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Fortitude negates (harmless); reverse - Fortitude negates

**Normal:** The subject of your recitation experiences slight discomfort as his becomes momentarily thick and resilient, much like that of a rhinoceros.

Your target's skin becomes tough and unyielding, much like the skin of an ancient and battlescarred rhinoceros. This recitation grants your target a +6 enhancement bonus to natural armor. Constructs not made of flesh, incorporeal undead, elementals, and other creatures without an organic outer covering are immune to this recitation.

**Reverse:** The subject of your recitation experiences significant discomfort as his flesh becomes a mass of weeping sores.

Your target's skin becomes tough and craggy, then abruptly splits, causing great discomfort. This recitation imposes a -6 penalty to the target's natural armor bonus to AC. If the target has no natural armor bonus to AC, then it takes a -3 penalty to AC instead. Constructs not made of flesh, incorporeal undead, elementals, and other creatures without an organic outer covering are immune to this recitation.

### Word of Resilience, Lesser

Recitation Level: 2 Codex: Heart and Mind Similar School: transmutation Duration: 5 rounds Saving Throw: normal - Fortitude negates (harmless); reverse - Fortitude negates

*Normal:* The subject of your recitation experiences slight discomfort as his flesh thickens temporarily.

Your target's skin becomes tough and unyielding, much like a suit of boiled leather armor. This recitation grants your target a +2 enhancement bonus to natural armor. Constructs not made of flesh, incorporeal undead, elementals, and other creatures without an organic outer covering are immune to this recitation.

**Reverse:** The subject of your recitation experiences significant discomfort as his flesh dries out and cracks.

Your target's skin becomes tough and craggy, then abruptly splits, causing great discomfort. This recitation imposes a -2 penalty to the target's natural armor bonus to AC. If the target has no natural armor bonus to AC, then it takes a -1 penalty to AC instead. Constructs not made of flesh, incorporeal undead, elementals, and other creatures without an organic outer covering are immune to this recitation.



Wrestler's Motto Recitation Level: 4 Codex: Heart and Mind Similar School: enchantment [mind-affecting] Duration: 5 rounds Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** You proclaim that the subject of your recitation is adept in thirteen forms of unarmed combat. Given the way things work, he now is.

Your target becomes temporarily knowledgeable about chokeholds, suplexes, and other such maneuvers. The subject gets a +3 enhancement bonus to all combat maneuver rolls made in melee combat.

**Reverse:** You proclaim that the subject of your recitation has never won an unarmed scuffle. The universe strives to make this true.

Your target forgets much of what he knew about chokeholds and... what were they called again? The subject takes a -3 penalty to all combat maneuver rolls made in melee combat.

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## CODEX OF ARTIFICE HUMMARY Level 2 Affluence

*normal* - Subject's clothing grants a +4 circumstance bonus to Disguise and Diplomacy checks to look and act wealthy

 $reverse\,$  - Subject's clothing grants a +4 circumstance bonus to Disguise and Diplomacy checks to look and act penniless

### **Enhance Blade**

*normal* - Subject's weapon has its enhancement bonus increase by +2, to a maximum of +3 *reverse* - Subject's weapon has its enhancement bonus

reverse - Subject's weapon has its enhancement bonus reduced by -2.

### **Enhance Bulwark**

*normal* - Subject's armor or shield has its enhancement bonus increase by +2, to a maximum of +3 *reverse* - Subject's armor or shield has its enhancement bonus reduced by -2

### Leechbond, Lesser

*normal* - Subject's shirt deals 1d4 damage per round, returned to you as temporary hit points *reverse* - Your take 1d4 damage per round, sent to

subject as temporary hit points

### **Motive Force**

*normal* - A small or smaller inanimate object is animated under your control *reverse* - The subject, a construct, is slowed

### Paranoia

*normal* - Your subject, a flask of alchemical goods, becomes a proximity mine *reverse* - Subject becomes capable of escaping the notice of area detection spells

### Translate

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*normal* - A written work is rapidly translated to another language *reverse* - A written work is rewritten in code

### Wardrobe Malfunction

*normal* - The subject treats worn armor as having been donned hastily *reverse* - The subject treats hastily donned armor as having been properly donned

### Uncork

normal - The subject's next potion is consumed as a move action

reverse - The subject's next potion is consumed as a full-round action

### Volatilize, Lesser

normal - 1st-level or lower potion becomes thrown splash weapon reverse - 1st-level or lower potion becomes temporarily inert

### Level 3

### Alter Blade

*normal* - Subject's weapons gain a weapon special ability with a +1 enhancement modifier

reverse - Subject's weapons cannot by pass metal-based DR for any reason

### Alter Bulwark

*normal* - Subject's armor or shield gains an armor or shield special ability with a +1 enhancement modifier *reverse* - Critical hits suffered by the subject take additional damage equal to twice the critical multiplier of the attack

### **Bodyless Bodyguard**

*normal* - Subject animates and makes attacks of opportunity on creatures that approach you *reverse* - Subject animates and grants you a shield bonus to AC

### Chronacles

*normal* - Subject's glasses store a single die roll that can be used at will by wearer; staggered if roll is unused *reverse* - Subject's glasses store a single die roll that can be forced upon the subject by you; staggered if roll is unused

### Garble

*normal* - Scroll becomes unreadable and is treated as not on the reader's spell list *reverse* - Scroll includes annotations, granting a +5

circumsance bonus to Use Magic Device when read

### Impromptu Implement

*normal* - Wand-like implement deals damage *reverse* - Wand-like implement grants temporary hit points

### **Repair Manual Except**

*normal* - An item gains temporary hit points equal to the number of hit points lost; if repaired by any amount, these temporary hit points become permanent *reverse* - An item gains the broken condition

### **Riotous Stoning**

*normal* - A stone becomes a high-powered explosive *reverse* - Subject is immune to splash damage from mundane sources

### Tinkering

normal - Construct's natural weapons gain a weapon special ability with an enhancement modifier of +1 reverse - Construct gains an armor special ability with an enhancement modifier of +1

### Wyrdbramble

*normal* - Wand copies spell of potion; potion consumed *reverse* - Potion copies spell of wand; wand expends 1 charge





### Level 4

### Blastbramble

*normal* - Wand gains a temporary charge *reverse* - Activating a wand costs twice as many charges

### **Enhance Blade, Greater**

*normal* - Subject's weapon has its enhancement bonus increase by +3, to a maximum of +4 *reverse* - Subject's weapon has its enhancement bonus reduced by -3

### Enhance Bulwark, Greater

*normal* - Subject's armor or shield has its enhancement bonus increase by +3, to a maximum of +4 *reverse* - Subject's armor or shield has its enhancement bonus reduced by -3

### Leechbond

*normal* - Subject's shirt deals 2d4 damage per round, returned to you as temporary hit points *reverse* - You take 2d6 damage per round, sent to subject as temporary hit points

### Ringbearer

*normal* - Wearer of ring becomes invisible and gains ghost touch to all weapons wielded

*reverse* - Wearer of ring takes a -2 penalty to saving throws against poisons and diseases, doubled against injury afflictions; penalty remains for duration of affliction delivered during recitation

### **Riveting Conversation**

normal - An item becomes intelligent and can answer questions

reverse - A sentient item temporarily loses its sentience

### **Toughening Chant**

normal - An item gains +5 hardness reverse - An item's hardness is reduced by -5

### Volatilize

normal - 2nd-level or lower potion becomes thrown splash weapon

*reverse* - 2nd-level or lower potion becomes temporarily inert

### Level 5

### **Bodyless Bodyguard, Greater**

*normal* - Subject animates and makes attacks of opportunity on creatures that approach you; special abilities are not suppressed

*reverse* - Subject animates and grants you a shield bonus to AC; special abilities are not suppressed

### Idiot-proofing

normal - Wand grants a +10 - twice its spell level circumstance bonus to Use Magic Device checks made to activate it

reverse - DC of Use Magic Device check to use wand increases by +5

### Impromptu Implement, Greater

*normal* - Wand-like implement deals more damage *reverse* - Wand-like implement grants more temporary hit points

### **Rig the Game**

*normal* - Weapon's first miss each round is automatically rerolled *reverse* - Weapon's first hit each round is automatically

reverse - Weapon's first hit each round is automatically rerolled

### **Riotous Stoning, Greater**

*normal* - A stone becomes a even more high-powered explosive

*reverse* - Subject is immune to splash damage from all sources

### Snag

*normal* - Steal subject's wielded weapon or shield, but only if you have empty hands to wield it yourself; 2round wait

*reverse* - Subject gets a +5 insight bonus to CMD against the steal combat maneuver

### **Tinkering**, Greater

*normal* - Construct's natural weapons gain a weapon special ability with an enhancement modifier of +2 *reverse* - Construct gains an armor special ability with an enhancement modifier of +2



### Level 6

### Alter Blade, Greater

*normal* - Subject's weapons gain a weapon special ability with a +3 enhancement modifier or less *reverse* - Subject's weapons cannot generate critical threats

### Alter Bulwark, Greater

*normal* - Subject's armor or shield gains an armor or shield special ability with a +3 enhancement modifier *reverse* - Subject takes a cumulative -1 penalty to AC when struck

### Blastaff

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*normal* - Wand or staff gains a temporary charge *reverse* - Activating a wand or staff costs double charges

### Jumpstart

*normal* - destroyed construct is temporarily raised under your control *reverse* - destroyed construct explodes, dealing 15d6

electric damage in a 10-ft. radius

### Leechbond, Greater

*normal* - Subject's shirt deals 3d4 damage per round, returned to you as temporary hit points

*reverse* - You take 3d6 damage per round, sent to subject as temporary hit points

### **Motive Force, Greater**

*normal* - A gargantuan or smaller inanimate object is animated under your control

*reverse* - A construct takes 100 damage after a 5-round wait

### Volatilize, Greater

*normal* - 3rd-level or lower potion becomes thrown splash weapon

*reverse* - 3rd-level or lower potion becomes temporarily inert

### **Yowling Pebble**

*normal* - Pebble emits periodic burst of sound, dealing 5d6 points of sonic damage in a 20-ft. radius

*reverse* - Pebble emits burst of sound, dealing 13d6 points of sonic damage in a 20-ft. radius

### **Zephyr Cloak**

*normal* - Cloak grants total concealment and a +4 dodge bonus to AC against ranged attacks

*reverse* - Cloak nullifies cover and imposes a -4 penalty to AC against ranged attacks



### **Codex of Artifice: A Primer**

Though most of the component truewords that make up the Codex of Artiice are themselves more simple than those found in the Codex of Heart and Mind, fledgling truenamers have an excessively difficult time understanding how to use these truewords. This is because in order to get word choice, tonality, and inflection correct, a truenamer must be able to think like a thing, not like a person. Though things are usually without intelligence, there are certain properties that feature very strongly in their definitions and, therefore, in the truewords used to command their alteration and manipulation. Once this barrier is breached and the truenamer has acquired an eye for that which is important, he is poised to make rapid gains in the Codex of Artifice.

Like the Codes of Heart and Mind, the Codex of Artifice features reversible recitations. That is to say, whenever a truenamer recites a recitation from this codex, he gets to choose to produce one of two effects. All targets affected by the recitation are subject to the chosen effect. Both the normal and reverse variants of a recitation count as the same recitation for the purpose of the Law of Finite Malleability. If the spell descriptors, duration, saving throw, or similar school of the normal and reverse variants of a recitation differ in any way, then that line in a recitation's description will clearly show the difference between the two variants.

All recitations within the Codex of Artifice share the following characteristics unless otherwise noted.

### Range: 60 feet Spell Resistance: Yes CODEX OF ARTIFICE WJT

### Affluence

Recitation Level: 2 Codex: Artifice Similar School: transmutation Duration: 5 minutes Target: clothed creature in range Saving Throw: Will negates (harmless)

*Normal:* You compare the subject's clothing to that of an aristocrat, and it is so!

The subject's clothing becomes glorious to behold, granting him a +4 circumstance bonus to Disguise checks made to look like a generic man of affluence, as well as a +4 circumstance bonus to Diplomacy checks made against the wealthy.

*Reverse:* You compare the subject's clothing to that of a peasant, and it is so!

The subject's clothing becomes cheap, earthy, and tattered, granting him a +4 circumstance bonus to Disguise checks made to look like a generic serf, as well as a +4 circumstance bonus to Diplomacy checks made against the peasantry.



Alter Blade Recitation Level: 3 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: creature in range Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** Your recitation adds new and interesting properties to weaponry.

Your target enjoys flashy weaponry for a short time. Choose a weapon special ability with an enhancement modifier of +1. Weapons wielded by the subject have this weapon special ability.

**Reverse:** Your recitation adds properties that may indeed be new and interesting, but they are certainly not appreciated.

Your target's weapon suffers from inferior functionality. Weapons wielded by the subject cannot bypass metalbased DR, even if they are made of the appropriate material.



Alter Blade, Greater

Recitation Level: 6 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: creature in range Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** Your recitation adds new and interesting properties to weaponry.

Your target enjoys exceptionally flashy weaponry for a short time. Choose a weapon special ability with an enhancement modifier of +3 or less. Weapons wielded by the subject have this weapon special ability.

**Reverse:** Your recitation adds properties that may indeed be new and interesting, but they are certainly not appreciated.

Your target's weapon suffers from inferior functionality. Weapons wielded by the subject cannot generate critical threats.

### Alter Bulwark

Recitation Level: 3 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: creature in range Saving Throw: normal - Will negates (harmless); reverse - Will negates

*Normal:* Your recitation adds new and interesting properties to defensive hardware.

Your target enjoys flashy defenses for a short time. Select armor or shields, then choose a special ability for the chosen equipment type with an enhancement modifier of +1. Equipment of the chosen type wielded or worn by the subject have the chosen special ability.

**Reverse:** Your recitation adds properties that may indeed be new and interesting, but they are certainly not appreciated.

Your target's defensive hardware suffers from inferior functionality. Whenever the subject takes a critical hit, he takes additional damage equal to twice the critical multiplier of the attack.



Alter Bulwark, Greater Recitation Level: 6 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: creature in range Saving Throw: normal - Will negates (harmless); reverse - none

*Normal:* Your recitation adds new and interesting properties to defensive hardware.

Your target enjoys flashy defenses for a short time. Select armor or shields, then choose a special ability for the chosen equipment type with an enhancement modifier of +3 or less. Equipment of the chosen type wielded or worn by the subject have the chosen special ability.

*Reverse:* Your recitation adds properties that may indeed be new and interesting, but they are certainly not appreciated.

Your target's defensive hardware suffers from inferior functionality. Whenever the subject is struck in melee, he takes a -1 penalty to AC, up to a maximum of the subject's armor and shield bonuses to AC combined.





Blastbramble Recitation Level: 4 Codex: Artifice Similar School: evocation Duration: 5 rounds Target: a wand in range Saving Throw: none Normal: Repeating your belief that a wand hasn't run out of juice yet actually works when done in Truespeech. Your target, a wand, gains a temporary charge. **Reverse:** They just don't make wands like they used to. Your target, a wand, consumes two charges when used rather than just one. Blastaff Recitation Level: 6 Codex: Artifice Similar School: evocation Duration: 5 rounds Target: a wand in range Saving Throw: none Normal: If a truenamer's belief in his implements is great enough, even a staff can be given a second lease on life. Your target, a wand, rod, or staff, gains a temporary charge. Reverse: When a truenamer wills it, it seems that nothing works right anymore.

Your target, a wand, rod, or staff, consumes twice the charges it normally does when used.

### **Bodyless Bodyguard**

Recitation Level: 3 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: normal - an unattended weapon of your size category or smaller in range; reverse - an unattended shield of your size category or smaller in range Saving Throw: none

Normal: Your recitation imbues a weapon with a sense of honor and pride. You are a thing to be protected at all costs!

Your target becomes a bodyguard. The subject immediately takes flight and hovers over your shoulder. If there are obstructions, such as prison bars through which the weapon cannot fit, the subject continues to bash and clang against the obstruction ineffectually until the duration of the recitation ends or the obstruction is removed through some other means. The weapon flies in a close orbit around you. Treat the weapon as having a 10-foot reach from the space you occupy regardless of its size or whether or not it is a reach weapon. This weapon can make a single attack of opportunity per round with an attack bonus equal to your reciter level + your Intelligence modifier. Any weapon special abilities and enhancement bonuses are suppressed by the recitation, but the weapon adds your Intelligence modifier to its damage rolls.

Reverse: Your recitation imbues a shield with the need to protect you from harm.

Your target becomes a bodyguard. The subject immediately takes flight and hovers over your shoulder. If there are obstructions, such as prison bars through which the shield cannot fit, the subject continues to bash and clang against the obstruction ineffectually until the duration of the recitation ends or the obstruction is removed through some other means. You gain the shield's shield bonus to AC; however any armor special abilities and enhancement bonuses are suppressed by the recitation.



### **Bodyless Bodyguard, Greater**

Recitation Level: 5 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: normal - an unattended weapon of your size category or smaller in range; reverse - an unattended shield of your size category or smaller in range

Saving Throw: none

**Normal:** Your recitation imbues a weapon with a sense of honor and pride. You are a thing to be protected at all costs!

Your target becomes a bodyguard. The subject immediately takes flight and hovers over your shoulder. If there are obstructions, such as prison bars through which the weapon cannot fit, the subject continues to bash and clang against the obstruction ineffectually until the duration of the recitation ends or the obstruction is removed through some other means. The weapon flies in a close orbit around you. Treat the weapon as having a 10-foot reach from the space you occupy regardless of its size or whether or not it's a reach weapon. This weapon can make a single attack of opportunity per round with an attack bonus equal to your reciter level + your Intelligence modifier. This weapon can make a single attack of opportunity per round with an attack bonus equal to your reciter level + your Intelligence modifier. The weapon adds your Intelligence modifier to its damage rolls. In addition, no abilities weapon special are suppressed.

# **Reverse:** Your recitation imbues a shield with the need to protect you from harm.

Your target becomes a bodyguard. The subject immediately takes flight and hovers over your shoulder. If there are obstructions, such as prison bars through which the shield cannot fit, the subject continues to bash and clang against the obstruction ineffectually until the duration of the recitation ends or the obstruction is removed through some other means. You gain the shield's shield bonus to AC, as well as the benefits of any shield special abilities.

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### Chronacles

Recitation Level: 3 Codex: Artifice Similar School: divination Duration: 3 rounds Target: goggles, lenses, or other eyewear in range Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** You predict the immediate future, and the universe works to make this prediction come true. If you do not follow through with your prediction, however, there may be a backlash.

Roll a single d20 and record the result. At any point during the duration of this recitation, the wearer of the affected eyewear may use that roll for a single ability check, attack roll, initiative check, saving throw, or skill check, using the recorded result in place of a roll. This recitation cannot be used to replace a roll that has already been made; the recorded result must be used instead of a roll. Once the wearer of the eyewear has used this recorded result or the duration of the recitation ends, the recitation's effect ends. If the duration of the recitation expires without the stored roll having been used, the wearer of the eyewear becomes staggered for 1 round with no saving throw allowed. If the eyewear has no wearer, you are staggered for 1 round with no saving throw allowed.

**Reverse:** You can force your view of the future upon another creature.

Roll a single d20 and record the result. At any point during the duration of this recitation, you may force the wearer of the affected eyewear to use that roll for a single ability check, attack roll, initiative check, saving throw, or skill check, using the recorded result in place of a roll. This recitation cannot be used to replace a roll that has already been made; the recorded result must be used instead of a roll. Once the recorded result has been forced upon the wearer of the eyewear or the duration of the recitation ends, the recitation's effect ends. If the duration of the recitation expires without the stored roll having been used, you become staggered for 1 round with no saving throw allowed.



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Recitation Level: 2 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: creature in range Saving Throw: normal - Will negates (harmless); reverse - Will negates

*Normal:* Your recitation talks up a weapon in a manner reminiscent of a merchant trying to sell a used wagon.

Your target enjoys superior weaponry for a short time. Weapons wielded by the subject gain a +2 bonus to their enhancement bonus, to a maximum of +3.

**Reverse:** Your recitation talks down a weapon in a manner reminiscent of an individual haggling with a merchant who is trying to sell a used wagon.

Your target's weaponry becomes inferior for a short time. Weapons wielded by the subject have their enhancement bonus reduced by -2.

### Enhance Blade, Greater

Recitation Level: 4 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: creature in range Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** Your recitation talks up a weapon in a manner reminiscent of a merchant trying to sell a used wagon.

Your target enjoys superior weaponry for a short time. Weapons wielded by the subject gain a +3 bonus to their enhancement bonus, to a maximum of +4.

**Reverse:** Your recitation talks down a weapon in a manner reminiscent of an individual haggling with a merchant who is trying to sell a used wagon.

Your target's weaponry becomes inferior for a short time. Weapons wielded by the subject have their enhancement bonus reduced by -3.



### **Enhance Bulwark**

Recitation Level: 2 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: creature in range Saving Throw: normal - Will negates (harmless); reverse - Will negates

*Normal:* Your recitation talks up a defensive implement in a manner reminiscent of a merchant trying to sell a used wagon.

Your target enjoys superior defenses for a short time. Select armor or shields. Equipment of the selected type wielded by the subject gain a +2 bonus to their enhancement bonus, to a maximum of +3.

**Reverse:** Your recitation talks down a defensive implement in a manner reminiscent of an individual haggling with a merchant who is trying to sell a used wagon.

Your target's defensive equipment becomes inferior for a short time. Select armor or shields. Equipment of the chosen type has its enhancement bonus reduced by -2.



### Enhance Bulwark, Greater

Recitation Level: 4 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: creature in range Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** Your recitation talks up a defensive implement in a manner reminiscent of a merchant trying to sell a used wagon.

Your target enjoys superior defenses for a short time. Select armor or shields. Equipment of the selected type wielded by the subject gain a +3 bonus to their enhancement bonus, to a maximum of +4.

**Reverse:** Your recitation talks down a defensive implement in a manner reminiscent of an individual haggling with a merchant who is trying to sell a used wagon.

Your target's defensive equipment becomes inferior for a short time. Select armor or shields. Equipment of the chosen type has its enhancement bonus reduced by -3.

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### Garble

Recitation Level: 3 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: a scroll in range Saving Throw: none

**Normal:** Water stains, physician-grade penmanship, and poor grammatical choice are all attributed to the scroll in question.

A creature attempting to cast a spell from the affected scroll treats that spell as though it were not on its spell list.

**Reverse:** Clear penmanship and helpful annotations are attributed to the scroll in question.

A creature attempting to cast a spell from the affected scroll gets a +5 circumstance bonus to Use Magic Device checks made to do so.

### **Idiot-proofing**

Recitation Level: 5 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: wand in range Saving Throw: none

**Normal:** Magic is difficult for some, but a truenamer can convince the universe otherwise.

An individual attempting to use the affected wand receives a circumstance bonus to his Use Magic Device equal to 10 - twice the wand's spell level.

**Reverse:** That said, some truenamers find it funny to make magic more difficult and wait for the explosions.

The Difficulty Class of the Use Magic Device skill check required to activate the affected wand safely increases by +5.



### **Impromptu Implement**

Recitation Level: 3 Codex: Artifice Similar School: normal - evocation [force]; reverse - necromancy Duration: 1 minute Target: a non-magical one-handed object in range Saving Throw: none

**Normal:** A truenamer can imbue a random piece of scrap with power that he insists it always had.

Your target, a random piece of non-magical scrap, becomes imbued with power. The scrap is treated as having 6 charges. As a standard action, the wielder of the scrap can spend any number of charges to fire a blast of raw energy. Treat this as a ranged touch attack with a range of 60 feet that deals 1d8 points of damage per charge spent.

**Reverse:** Even a piece of generic scrap can be a potent protective implement when a truenamer says it is.

Your target, a random piece of non-magical scrap, becomes imbued with power. The scrap is treated as having 6 charges. As a standard action, the wielder of the scrap can spend any number of charges to grant himself 1d4 temporary hit points per charge spent. These temporary hit points last for 1 minute.

### Impromptu Implement, Greater

Recitation Level: 5 Codex: Artifice Similar School: normal - evocation [force]; reverse - necromancy Duration: 1 minute Target: a non-magical one-handed object in range Saving Throw: none

**Normal:** A truenamer can imbue a random piece of scrap with significant power that he insists it always had.

Your target, a random piece of non-magical scrap, becomes imbued with power. The scrap is treated as having 12 charges. As a standard action, the wielder of the scrap can spend any number of charges to fire a blast of raw energy. Treat this as a ranged touch attack with a range of 60 feet that deals 1d8 points of damage per charge spent.

**Reverse:** Even a piece of generic scrap can be a potent protective implement when a truenamer says it is.

Your target, a random piece of non-magical scrap, becomes imbued with power. The scrap is treated as having 12 charges. As a standard action, the wielder of the scrap can spend any number of charges to grant himself 1d4 temporary hit points per charge spent. These temporary hit points last for 1 minute.



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Jumpstart Recitation Level: 6 Codex: Artifice Similar School: evocation Duration: normal - 5 rounds; reverse - instantaneous Target: the "corpse" of a construct in range Saving Throw: normal - none; reverse - Reflex halves

**Normal:** A construct is not truly alive. It is merely an object animated by magic with a source of power to keep it going. Though it'll certainly make a construct scrap in short order, even an unstable hulk of formerly-cohesive materials can rise up one last time.

You pour an immense amount of electrical energy into the remains of a fallen construct, forcing it back to service for a short period of time. The construct's current hit points are set to half its maximum hit points and it treats you as its master. While animated in this manner, it cannot use any supernatural or spell-like abilities it possesses. When this recitation expires, several key capacitors short out and explode, destroying the construct once more and rendering it impossible to target with this recitation, or its reverse variant, again.

**Reverse:** Conversely, a fallen construct makes an excellent explosive.

You overcharge several key capacitors in the construct's body, causing it to explode and dealing 15d6 electric damage in a 10-foot radius with a Reflex save for half. The subject construct cannot be targeted again by this recitation, or its normal variant, again.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

### Leechbond

Recitation Level: 4 Codex: Artifice Similar School: necromancy Duration: 5 rounds Target: shirt in range Saving Throw: normal - Fortitude negates; reverse - Fortitude negates (harmless)

*Normal:* When a truenamer shouts, "Your life is mine!", there is reason for concern.

You imbue the affected shirt with a draining, leechlike presence. The wearer of the shirt takes 2d4 points of damage at the beginning of its turn, and you gain that many temporary hit points. These temporary hit points last for 1 minute.

**Reverse:** A fairly generous truenamer may end up shouting, "My life is yours!"

You imbue the affected shirt with a loving caring presence. At the beginning of your turn, if the shirt has a living wearer, you take 2d6 points of damage and the wearer of the shirt gains that many temporary hit points. These temporary hit points last for 1 minute.

### Leechbond, Greater

Recitation Level: 6 Codex: Artifice Similar School: necromancy Duration: 5 rounds Target: shirt in range Saving Throw: normal - Fortitude negates; reverse - Fortitude negates (harmless)

**Normal:** When a truenamer shouts, "Your life is mine!", there is reason for concern. That said, when a truenamer this accomplished is doing the shouting, at learn that concern won't last for very long before it becomes a non-issue.

You imbue the affected shirt with a draining, leechlike presence. The wearer of the shirt takes 3d4 points of damage at the beginning of its turn, and you gain that many temporary hit points. These temporary hit points last for 1 minute.

**Reverse:** A fairly generous truenamer may end up shouting, "My life is yours!" "

You imbue the affected shirt with a loving caring presence. At the beginning of your turn, if the shirt has a living wearer, you take 3d6 points of damage and the wearer of the shirt gains that many temporary hit points. These temporary hit points last for 1 minute.

### Leechbond, Lesser

Recitation Level: 2 Codex: Artifice Similar School: necromancy Duration: 5 rounds Target: shirt in range Saving Throw: normal - Fortitude negates; reverse - Fortitude negates (harmless)

**Normal:** When a truenamer shouts, "Your life is mine!", there is reason for concern. When he does so in the First Language, assuming you can understand him, it's time to panic.

You imbue the affected shirt with a draining, leechlike presence. The wearer of the shirt takes 1d4 points of damage at the beginning of its turn, and you gain that many temporary hit points. These temporary hit points last for 1 minute.

**Reverse:** Healing is one of those things that truenamers just can't do as well as pedestrian magic does it. The gods know something the truenamers don't, which makes sense given how imperfect knowlege of the First Language is in this day and age. Of course, they never stop trying to usurp roles whenever they can.

You imbue the affected shirt with a loving caring presence. At the beginning of your turn, if the shirt has a living wearer, you take 1d6 points of damage and the wearer of the shirt gains that many temporary hit points. These temporary hit points last for 1 minute.



**Motive Force** 

**Motive Force, Greater** 

### Recitation Level: 2 **Recitation Level: 6** Codex: Artifice Codex: Artifice Similar School: normal - evocation; Similar School: normal - evocation; reverse - transmutation reverse - transmutation Duration: 5 rounds Duration: normal - 5 rounds; reverse - 2 rounds Target: normal - an inanimate object in range; Target: normal - an inanimate object in range; reverse - a construct in range reverse - a construct in range Saving Throw: normal - none; Saving Throw: normal - none; reverse - Fortitude negates reverse - Fortitude negates Normal: Your recitation describes an object as a Normal: Your recitation describes an object as a living thing with a motive force of its own. living thing with a motive force of its own. Your target gains a semblance of life. The subject, a Your target gains a semblance of life. The subject, a small or smaller inanimate object, becomes an animated gargantuan or smaller inanimate object, becomes an object, as the monster, under your control. This animated object, as the monster, under your control. recitation can be used again and again on the same This recitation can be used again and again on the same object. If this is done, or if the object is animated by object. If this is done, or if the object is animated by other means, the animated object retains its current hit other means, the animated object retains its current hit points from animation to animation. If the animated points from animation to animation. If the animated object is reduced to o hit points, it is destroyed and object is reduced to o hit points, it is destroyed and cannot be animated again. Unlike most recitations, this cannot be animated again. Unlike most recitations, this recitation does not allow Spell Resistance. recitation does not allow Spell Resistance. Reverse: Conversely, the same recitation said Reverse: Conversely, the same recitation said backward can sap some of the motive force from an backward can sap most, if not all, of the motive force object that already has some. from an object that already has some. Your target is compelled to stop moving. The subject, a Your target is compelled to stop moving. Forever. When functioning construct, is slowed as the slow spell. the recitation's duration expires, the subject, a Unlike most recitations, this recitation does not allow functioning construct, takes 100 points of damage with Spell Resistance. a Fortitude save to negate. Unlike most recitations, this recitation does not allow Spell Resistance. Sidebar: The Wordforged **Construct** Template The advent of various recitations that can **Creating a Wordforged Construct** temporarily enhance constructs led to a bitter rivalry between gnomish truenamers and gnomish construct "*Wordforged construct*" is an inherited template that engineers. The former were incredibly excited about can be added to any construct (referred to hereafter as their latest discovery, and, gnomes being gnomes, the base creature) as part of its construction. A weren't exactly quiet about its dissemination through wordforged construct uses all the base creature's the usual channels (scholarly journals, circles of statistics and special abilities except as noted here. friends, accosting random passersby on street corners, etc.). As anyone who purchases engineered **Difficult to Create:** Increase the time and gp cost equipment knows, the bells and whistles of the required to create a wordforged construct by 25% over product have a better profit margin than the nuts normal, to a minimum of +1,000 gp per Hit Die. and bolts. The truenamers, in their excitement, ruined the market for some of these bells and Special Qualities: A wordforged construct gains the whistles. This, in turn, significantly cut into the following. engineers' earnings, singlehandedly eliminating most Echoing Body (Su): Whenever the wordforged of what they refer to as "whimsy money", or extra cash used to develop new ideas for their own sake. construct is the subject of either the *tinkering* recitation or the greater tinkering recitation, the Though evil gnomes are rare, most any gnome will duration of that recitation is set to permanent, but all act like one if his capacity for whimsy is reduced. other instances of *tinkering* or *greater tinkering* currently in effect on the wordforged construct end The quantlet had been thrown down. The engineers, immediately. scraping together what cash they could, responded in kind with constructs that leveraged the First **CR:** As base creature +1. Language itself. The truenamers were not pleased.

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Paranoia Recitation Level: 2 Codex: Artifice Similar School: divination Duration: normal - 1 minute; reverse - 5 rounds Target: normal - a single unit of alchemical goods in range; reverse - a creature in range Saving Throw: normal - none; reverse - Will negates (harmless)

**Normal:** Your recitation imbues a fairly harmless flask or other alchemical good with a fairly insane measure of utter paranoia.

Your target, a thrown splash weapon that requires the Craft (alchemy) skill to produce, becomes utterly paranoid even though it is otherwise mindless. Upon reciting this recitation, if the subject is held in the reciter's hands, then it may be placed in a square occupied by the reciter as a free action. If any living creature other than the reciter approaches to within 10 feet of the subject, it immediately explodes. All creatures within 10 feet of the alchemical good are treated as though they were directly hit by the alchemical good. Saving throws are as per the item. There is no splash damage.

# **Reverse:** Your recitation claims that an individual is a master of stealth.

Your target becomes exceptionally difficult to detect by magical means. Spells and abilities that detect the presence of a creature, such as alarm or traps with a magical detection trigger, sometimes fail to notice the subject. Whenever the subject enters or begins his turn in a square warded by such a spell, the spell must make a DC 20 caster level check or fail to notice the subject.



### **Repair Manual Excerpt**

Recitation Level: 3 Codex: Artifice Similar School: transmutation Duration: normal - 1 hour; reverse - 5 rounds Target: a weapon, a suit of armor, a shield, a tool used by a skill, or a wand in range Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** Generations of gnomish truenamers have devoted their careers to translating gnomish into the First Language. Though they have met with very limited success, one of their great triumphs is the translation of three slim volumes on the proper maintenance of equipment into a series of tomes that take up several shelves at the local library. This size increase is a necessary part of the First Language actually having a distinct word for "slightly rusty monkey wrench made approximately eight years ago by a dwarven blacksmith with a peeling coating of green paint on the handle" as compared to, say, a blue wrench.

Your target is miraculously repaired for a short time. The subject gains temporary hit points equal to the its maximum hit points - its current hit points. Gaining temporary hit points in this matter removes the broken condition temporarily, if present. If the item receives a point of magical or non-magical repair, then all of the temporary hit points granted by this recitation are converted into permanent hit points and the recitation ends immediately. In what seems to be direct contravention of the Law of Flowing Rhetoric, if the recitation ends early in this manner, it may be used again immediately.

**Reverse:** Though a particularly inventive bunch, the gnomish truenamers didn't even bother trying to speak their creation in reverse for many years. Once it was tried, funding for their projects became commonplace. The repair manuals had been weaponized.

Your target is miraculously dinged and damaged for a short time. The subject gains the broken condition.



**Rig the Game** Recitation Level: 5 Codex: Artifice Similar School: divination Duration: 3 rounds Target: weapon in range Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** As established time and time again by a number of recitations, pronouncing something as more effective than it actually is brings about a rather dramatic shift in that thing's efficacy.

The first time an attack made with the affected weapon results in a miss each round, the wielder must reroll his attack roll. If this second roll would retroactively make the miss a hit, then the attack hits.

**Reverse:** As thoroughly established in easier recitations, using the First Language to spit upon the efficacy of something is fairly similar to cursing that object.

The first time an attack made with the affected weapon results in a hit each round, the wielder must reroll his attack roll. If this second roll would retroactively make the hit a miss, then the attack misses.

### Ringbearer

Recitation Level: 4 Codex: Artifice Similar School: normal - illusion; reverse - necromancy Duration: 5 rounds Target: ring in range Saving Throw: normal - Will negates (harmless); reverse - Will negates

**Normal:** When this recitation is used, the universe groans, as if there were something about it that it wanted to forget.

The wearer of the affected ring, if any, becomes invisible as the greater invisibility spell, and all weapons he wields have the ghost touch weapon special ability.

**Reverse:** The universe groans when the recitation is spoken in reverse, as well.

The wearer of the affected ring, if any, takes a -2 penalty to saving throws against poisons and diseases, plus an additional -2 penalty to saving throws against poisons and diseases delivered via injury, such as a poisoned knife or the bite of a rabid dog. This penalty persists after the duration of the recitation expires for any poison or disease delivered during its duration.

For example, if infected with a disease that has an incubation period of 2 weeks by the bite of a diseased dog made during the duration of this recitation, the subject takes a -4 penalty to all of his saving throws made against that disease even though the recitation is long over.

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### **Riotous Stoning**

Recitation Level: 3 Codex: Artifice Similar School: normal - transmutation; reverse - abjuration Duration: 5 rounds Target: normal - a palm-sized stone in range; reverse - a creature in range Saving Throw: normal - none; reverse - Will negates (harmless)

**Normal:** It seems that no matter what the race or the era, a people will eventually want its leader dead. This endless string of revolutions has been given a fairly extensive vocabulary of its own in the First Language.

Your target becomes a high-powered explosive. Select acid, electric, or fire. The subject becomes a thrown splash weapon that deals 6d6 points of damage of the chosen energy type to creatures occupying the square in which it lands. Creatures within 5 feet of this square take 6 points of splash damage of the chosen energy type.

**Reverse:** Just as the universe understands that revolution is a thing, it also understands that the established power structure wishes to stay established and has countermeasures in place.

Your target becomes surrounded by a strange, plasticlike shell. The subject is immune to splash damage from mundane sources. Further, the splash damage dealt by magical sources is reduced by half.

### **Riotous Stoning, Greater**

Recitation Level: 5 Codex: Artifice Similar School: normal - transmutation; reverse - abjuration Duration: 5 rounds Target: normal - a palm-sized stone in range; reverse - a creature in range Saving Throw: normal - none; reverse - Will negates (harmless)

**Normal:** It seems that no matter what the race or the era, a people will eventually want its leader dead. By reciting to a rock, you can make it an instrument ready to destroy the established power structure.

Your target becomes a high-powered explosive. Select acid, electric, or fire. The subject becomes a thrown splash weapon that deals 12d6 points of damage of the chosen energy type to creatures occupying the square in which it lands. Creatures within 5 feet of this square take 12 points of splash damage of the chosen energy type.

**Reverse:** Just as the universe understands that revolution is a thing, it also understands that the established power structure wishes to stay established and has countermeasures in place.

Your target becomes surrounded by a strange, plasticlike shell. The subject is immune to splash damage.  $+\times\times\times\times$ 

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**Riveting Conversation** Recitation Level: 4 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: normal - an unattended, unintelligent object in range; reverse - an intelligent object in range Saving Throw: normal - none; reverse - Will negates

Normal: Sentient creatures tend not to think about what things may be watching when they do something. With this recitation, it is possible to make that a tactical error.

Your target becomes capable of answering questions for a short time. Simple intelligence is bestowed upon the subject. The object, not having been intelligent for long enough to understand that knowledge has a price and that blurting everything it knows could be a bad idea, is happy to answer any questions the reciter has for it. An object is not equipped to hear, see, or smell, though it can feel. Weapons can also taste and many do enjoy blood. An assassin's blade, for instance, may be a connoisseur of fine poisons and may dislike those that have been prepared poorly. The object remembers all that has happened to it in the last 24 hours, such as spells cast upon it or its wielder; whether it was used at all; whether it was used in combat and, if so, if it tasted blood; or an approximation of its user's size based on hand or body size (depending on the sort of object it is). Magically-enhanced equipment is intimately familiar with its own capabilities and is happy to tell exactly what it can do to anyone who cares to listen. Some weapons are fairly vain and this topic ends up being their favorite conversation piece, much to the annoyance of those trying to drill the object for other, more situationally-useful information. In this way, magical equipment can be identified. Objects are not, however, able to understand the concept of economy and do not know how much gold they are worth. As such, gems and the like cannot proudly report their value.

An object can answer a single question per round. Particularly difficult questions, or enthusiastic objects, can take multiple rounds to answer a single question at the discretion of the game master. Given granting an object sentience can be particularly jarring for the object, once affected by this recitation, a particular object can only be affected by this recitation once every 24 hours.

Reverse: Some objects have been made sentient by magic means. Your recitation can take this away for a time.

Your target becomes mindless, like an object should be. Sentience is removed from the subject. The object cannot use any abilities that its sentience grants, has an Ego of o, and cannot impose its personality on its current its wielder or wearer, if any.

Snag

Recitation Level: 5 Codex: Artifice Similar School: normal - conjuration; reverse - transmutation Duration: 2 rounds Target: a creature in range Saving Throw: normal - none; reverse - Will negates (harmless)

Normal: Proclaiming to all who care to listen (the universe) that an object in another creature's grip is yours (it probably isn't), the listener (the universe) gets fed up and hands the object to you to get you to shut up (you probably won't).

You steal the target's belongings. When the duration of this recitation expires, if the subject is within 60 feet, you attempt to steal a single object that is currently being actively wielded by the subject. Make a combat maneuver with a combat maneuver bonus equal to your reciter level + your Intelligence modifier. If successful, the object targeted vanishes from the creature's grip and appears in your hands. You must have empty hands capable of holding the object stolen in this fashion, else this recitation has no effect.

**Reverse:** Proclaiming that your target's belongings are most definitely your target's belongings, the universe helps to ensure that theft does not occur (though it still may).

You protect the target's belongings. The subject has a +5 insight bonus to CMD against the steal combat maneuver.

### Tinkering

Recitation Level: 3 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: construct in range Saving Throw: Fortitude negates (harmless)

*Normal:* Gnomish truenamers and gnomish engineers have been at odds ever since a certain little translation the former made many years ago. As it turns out, fancy upgrades to constructs have excellent profit margins, and anyone who can spontaneously create such upgrades for free becomes a bitter rival.

You add a new feature to a construct for a time. Choose a weapon special ability with an enhancement modifier of +1 or less. The subject's natural weapons have this weapon special ability.

**Reverse:** As with weapons, so it is with armor.

You help protect your investment. Choose an armor special ability with an enhancement modifier of +1 or less. The subject has this armor special ability.



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**Tinkering**, Greater

Recitation Level: 5 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: construct in range Saving Throw: Fortitude negates (harmless)

**Normal:** Gnomish rivalries being what they are, the truenamers rapidly refined their work, just to hork the engineers off.

You add a new feature to a construct for a time. Choose a weapon special ability with an enhancement modifier of +2 or less. The subject's natural weapons have this weapon special ability.

Reverse: As with weapons, so it is with armor.

You help protect your investment. Choose an armor special ability with an enhancement modifier of +2 or less. The subject has this armor special ability.



**Toughening Chant** Recitation Level: 4 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: an object or a 10-foot cube of material in range Saving Throw: none

**Normal:** The tactile properties of an object tend to be fairly simple to manipulate. Your recitation increases the hardness of a material, making it harder to break using brute force.

Your target hardens. The subject's hardness increases by +5.

**Reverse:** For the adventuring profession, it's much more likely that a stone wall needs to go down rather than a wall of paper go up. Luckily, there is a recitation for that.

Your target softens. The subject's hardness is reduced by -5.

### Translate

Recitation Level: 2 Codex: Artifice Similar School: transmutation Duration: instantaneous Target: a non-magical written work in range Saving Throw: none

**Normal:** Another grand breakthrough by gnomish truenamers, memorization of several fat volumes for each language pairing in existence allows for rapid translation of written materials.

Your target becomes translated. The subject, a written work of up to 50,000 words, or about 100 pages densely handwritten, is translated from its current language to another language you know. As this recitation is incapable of creating materials, all of the original writing vanishes and new writing in the language of your choice takes its place. If a work is written in cipher or is otherwise obfuscated, the reciter must use the Linguistics skill to discover the cipher. On a failed Linguistics check, followed by a failed Wisdom check, the original work is utterly ruined. On a failed Linguistics check, followed by a successful Wisdom check, nothing happens. You must be able to read the language from which the work is being translated in order to use this recitation.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

**Reverse:** These same truenamers were very quick to use this recitation to obfuscate their notes. The resulting loss of scientific transparency is still hurting some gnomish pursuits.

Your target becomes obfuscated. The subject, a written work of up to 50,000 words, or about 100 pages densely handwritten, is translated from its current language to a cipher you devised. A DC 20 Linguistics check is required to decipher the script. As this recitation is incapable of creating materials, all of the original writing vanishes and new writing takes its place.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.



### Ultimate Truenaming



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Uncork Recitation Level: 2 Codex: Artifice Similar School: transmutation Duration: 5 rounds or until discharged (see text) Target: creature in range Saving Throw: none

**Normal:** Bear fat, bacon grease, butter, and more are used to describe the state of the vials and flasks used by the subject.

The next time the subject would drink a potion, the time to do so is reduced to a move action that provokes attacks of opportunity. After increasing the consumption speed of a single potion, this recitation ends.

**Reverse:** Abbreviated stories of jars that simply refuse to open are used to describe the vials and flasks used by the subject.

The next time the subject would drink a potion, the time to do so is increased to a full-round action that provokes attacks of opportunity. After reducing the consumption speed of a single potion, this recitation ends.

### Volatilize

Recitation Level: 4 Codex: Artifice Similar School: transmutation Duration: normal - 5 rounds; reverse - 1 minute or until discharged (see text) Target: 2nd-level or lower potion in range Saving Throw: none

**Normal:** Amusingly, the First Language cares a great deal more about the non-magical components keeping a potion stable than it does about the magic itself. To the First Language, a spell is a precise phrase used in a vacuum. A fireball never inherently misfires on its own, after all. It is the wizard's surroundings that bring about misfortune.

The affected potion begins to froth and bubble, effectively making it a thrown splash weapon with a range increment of 10 feet. When thrown in this manner, creatures occupying the square in which it lands are doused in magical froth and are treated as having consumed the potion.

**Reverse:** As a truenamer furthers his understanding of the First Language, the precise tonality required to stifle the effects of more complicated magic becomes known to him. Once he knows enough of his craft, no potion is safe.

The affected potion does not elicit an effect when consumed. Instead, if the potion is consumed sometime over the course of the duration of this recitation, its effect occurs only when the recitation ends. You may end this recitation as a swift action.

### Volatilize, Greater

Recitation Level: 6 Codex: Artifice Similar School: transmutation Duration: normal - 5 rounds; reverse - 1 minute or until discharged (see text) Target: 3rd-level or lower potion in range Saving Throw: none

**Normal:** As the First Language has sway over magic itself, a few choice words can make even the most expertly-crafted potion a frothing, unstable mess.

The affected potion begins to froth and bubble, effectively making it a thrown splash weapon with a range increment of 10 feet. When thrown in this manner, creatures occupying the square in which it lands are doused in magical froth and are treated as having consumed the potion.

**Reverse:** Conversely, even the most unstable potion can be rendered fairly inert, for a time.

The affected potion does not elicit an effect when consumed. Instead, if the potion is consumed sometime over the course of the duration of this recitation, its effect occurs only when the recitation ends. You may end this recitation as a swift action.

### Volatilize, Lesser

Recitation Level: 2 Codex: Artifice Similar School: transmutation Duration: normal - 5 rounds; reverse - 1 minute or until discharged (see text) Target: 1st-level or lower potion in range Saving Throw: none

**Normal:** Potions are kept stable by a very careful balance of their components, and some require additives to keep themselves from shaking apart, as it were. A clever truenamer learns what these components are, then staunchly denies that they had ever existed. The results tend to be explosive.

The affected potion begins to froth and bubble, effectively making it a thrown splash weapon with a range increment of 10 feet. When thrown in this manner, creatures occupying the square in which it lands are doused in magical froth and are treated as having consumed the potion.

**Reverse:** Conversely, positing that too much stabilizer is present in a potion is a great way to render that potion totally inert due to the retroactive incompetence of the creating spellcaster.

The affected potion does not elicit an effect when consumed. Instead, if the potion is consumed sometime over the course of the duration of this recitation, its effect occurs only when the recitation ends. You may dismiss this recitation as a swift action.





### Wardrobe Malfunction

Recitation Level: 2 Codex: Artifice Similar School: transmutation Duration: instantaneous Target: a worn suit of armor in range Saving Throw: none

*Normal:* Your recitation causes a suit of armor to pop and shift on the body of its wearer.

Your target shifts about and becomes uncomfortable. The creature wearing the subject now counts as having hastily donned his armor.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

**Reverse:** Your recitation causes a suit of armor to shift about to become more comfortable.

Your target shifts about and makes itself fit perfectly. If the creature wearing the subject had hastily donned his armor, he now counts as having donned his armor.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 5 rounds in accordance with the Law of Flowing Rhetoric.

### Wyrdbramble

Recitation Level: 3 Codex: Artifice Similar School: transmutation Duration: 5 rounds Range: personal Target: wand and potion in range Saving Throw: none

**Normal:** In the First Language, the words for magic spells do not change when the medium changes. The medium is more like an adjective than anything else.

The affected potion uncorks and douses the wand, consuming it. If the spell level of the spell contained in the affected wand is greater than the spell level of the spell contained in the affected potion, the wand becomes a wand of the spell contained in the affected potion for the duration of this recitation. The wand's caster level remains unchanged.

### Reverse: Adjectives are readily interchangeable.

The affected wand strikes the affected potion with a blast of magic, consuming one charge of the wand. If the spell level of the spell contained in the affected potion is greater than the spell level of the spell contained in the affected wand, the potion becomes a potion of the spell contained in the affected wand for the duration of this rectiation. The potion's caster level remains unchanged.

It is possible to create potions that would be impossible to craft normally in this manner, such as a *potion of fireball*.

### **Yowling Pebble**

Recitation Level: 6 Codex: Artifice Similar School: evocation [sonic] Duration: 3 rounds Target: pebble in range Saving Throw: Fortitude partial; see text

**Normal:** Sound is one of those things with a wide variance in the First Language, mainly due to its differing behavior in various media.

Creatures that begin their turn within 20 feet of the affected stone are subjected to horrible caterwauling, taking 5d6 points of sonic damage with a Fortitude save for half damage. Creatures dealt 20 or more sonic damage at once in this manner are deafened for 1d4 rounds. Deaf creatures are immune to the effects of this recitation.

**Reverse:** In addition to its medium of travel, Truespeech cares a great deal about how long a particular burst of sound lasts before it ends. The shorter it is meant to be, the easier it is to recite.

When the duration of this recitation expires, the pebble lets out an all-consuming scream, dealing 13d6 points of sonic damage in a 20-ft. radius with a Fortitude save for half.



### Zephyr Cloak Recitation Level: 6 Codex: Artifice Similar School: transmutation Duration: 5 rounds Target: cloak in range Saving Throw: none

**Normal:** The wind is one of the most ridiculously complicated natural phenomena to pin down in the First Language. Not only is the precise nature of the wind painstakingly described therein, but the very composition of the air itself must be recited; this is a language for all worlds, after all.

The wearer of the affected cloak has both total concealment and a +4 dodge bonus to AC against ranged attacks.

**Reverse:** Once the composition is hammered out, simply saying the wind does not stir is actually very easy.

Ranged attacks made against the wearer of the affected cloak ignore concealment and have a +4 bonus to hit.





### XCODEX OF FAR-FLUNG JOHEREJ SJUMMARY

Level 3

Caltrop Fields - Area is covered in caltrops

**Flood with Life** - Plants grow swiftly, but may die if their natural surroundings do not support this growth

**Ionizing Chant** - Creatures in area of effect deal 1d6 electric damage to attackers

**Little Trail Over the Meadow** - Terrain within the area of effect is not considered difficult terrain or high ground

**Relate the Harvest** - Plants within the area of effect engorge with nutrients, providing 1d4 days of ration

**Temporal Contraction** - Creatures in area of effect are *hasted* 

**Temporal Dilation** - Creatures in area of effect are *slowed* 

Zone of Attraction - Creatures in area are drawn in

**Zone of Dampening** - Creatures in area of effect have resistance 10 against a chosen energy type

Level 4

Accosted at the Marketplace - Creatures in area of effect are robbed repeatedly

**Amphitheatre of Pain** - Creatures in area of effect get a +4 insight bonus to CMD against grapple checks, as well as a +1 dodge bonus to AC

**Community Knowledge** - Creatures in area of effect get an insight bonus to Knowledge checks equal to how many other creatures are in the area (max +10)

**Energy Vortex** - Field of energy deals 2d8 points of damage each round to creatures who walk into it or stay in it

**Impromptu Yodeling** - Terrain within the area of effect becomes difficult and provides bonuses for high ground

**Refracting Utterance** - Attacks made on creatures in area of effect have a 20% miss chance

**Ring of Honor** - Creatures in area of effect get a +4 insight bonus to CMD against disarm and steal

Tales of the Fire Swamp - Swampy muck prevents movement and deals 2d6 fire damage

**Vow of Stability** - Creatures in area of effect get a +4 insight bonus to CMD against trip, bull rush, and overrun

### Level 5

**Dimensional Warding** - Creatures in area of effect are barred from teleportation

Hall of Mirrors - Creatures in area of effect produce an illusory image each round

**Hellscape** - Creatures in area take 2d6 fire damage and light on fire, ignoring resistance

**Ionizing Chant, Greater** - Creatures in area of effect deal 2d6 electric damage to attackers

**Reversed Polarity** - Positive energy and negative energy perform as their opposites in area of effect; Additionally, fast healing and regeneration effects deal damage over time

**The Last Word** - Creatures who drop to 0 hit points or fewer in area of effect explode, dealing 6d6 fire damage in a 10-foot radius

**Word of Equality** - Each round, the creature with the most hit points takes 2 points of damage for each other creature in the area of effect; others heal for 2 points of damage

**Zone of Finality** - Corpses cannot be raised or animated in area of effect

**Zone of Homogeneity** - Each round, the creature with the highest Dexterity is staggered

Zone of Repulsion - Creatures in area are thrust out

**Zone of Uplifting** - Each round, the creature with the lowest Dexterity gains the benefits of *haste* and *grace*.

### Level 6

**Armageddon** - When duration ends, creatures in area of effect takes 8d6 fire and 8d6 force damage

**Energy Vortex, Greater** - Field of energy deals 4d8 points of damage each round to creatures who walk into it or stay in it

**Life for the Lifeless** - A constant swarm of animated objects populate the area of effect

**Snuff Out** - Each round, the creature with the most hit points in area of effect takes 5d6 damage

**Title Bout** - Creatures in area of effect cannot leave; sources of damage in area of effect cannot harm outside of area, and vice versa

**Wellspring** - Each round, the creature with the least hit points in area of effect is healed for 5d6 points of damage





### **Codex of Far-Flung Spheres: A Primer**

As the First Language encompasses all that will ever be in the universe, all a practitioner of truemagic must do is learn what the proper words are to make any condition manifest itself wherever he chooses. Mountains become prairies. Marshes become lightningblasted hellscapes. Limited telepathy is enjoyed by all. The possibilities really are quite endless. The only limiting factor is the research. The Codex of Far-Flung Spheres is an interesting anthology of research into the nature of this world, as well as the great unknown. Though rogue truenamers have devised recitations that they are not sharing with the general community, this codex is still the definitive source for location transformation.

This codex tends to be learned only late in a truenamer's career for two reasons. First, a priori knowledge of the truenaming of people and things helps a great deal when one realizes that a place is defined by the people who use it and the things that exist within it. Second, as some places are vastly different from what a truenamer has seen himself, the ability to think like something else as trained by the Codex of Artifice makes the logical leap of entry much less than it would otherwise be.

All recitations within the Codex of Far-Flung Spheres share the following characteristics unless otherwise noted.

Range: 100 feet Spell Resistance: Yes Area: 20-ft.-radius spread

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### Accosted at the Marketplace

Recitation Level: 4 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: none

The area fills with spectral images of market stalls, product to be sold, shoppers, and pickpockets. Each round as a swift action, you may direct these pickpockets to perform a steal combat maneuver against a single creature in the area. This maneuver has a CMB of your caster level + your casting ability score modifier. When this recitation ends, if you are within the recitation's area of effect, all items stolen in this fashion are deposited into your backpack, at your feet, or anywhere else on your person that you designate. If you are not within the recitation's area of effect, then the stolen items simply pile up in a heap in the center of the recitation's area of effect.



### Amphitheatre of Pain

Recitation Level: 4 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: none

The air fills with the dull thrum of hundreds of expectant voices, spectators waiting for the main event. Creatures within this recitation's area of effect have a +4 insight bonus to CMD against the grapple combat maneuver, as well as a +1 dodge bonus to AC against touch attacks.

### Armageddon

Recitation Level: 6 Duration: 3 rounds Codex: Far-Flung Spheres Similar School: evocation Saving Throw: Reflex partial (see text)

Within the area of the recitation, the sky darkens noticeably, and numerous ill omens come to pass all at once. When the duration of this recitation expires, all creatures in the area take 8d6 points of force damage and 8d6 points of fire damage with a Reflex save to negate the fire damage.

### **Caltrop Fields**

Recitation Level: 3 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: conjuration Saving Throw: none

All unoccupied squares in the area become coated with a sheet of caltrops. When this recitation ends, all caltrops created in this fashion vanish. Any caltrops removed from the area of the recitation vanish immediately.



**Community Knowledge** Recitation Level: 4 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: divination Saving Throw: none

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We are aware of numerous races with telepathy. Building upon the notion of limited telepathy, the original inventor of this recitation built a form of limited telepathy whereby nobody had to ask him any stupid questions any longer. Creatures within this recitation's area of effect have an insight bonus to all Knowledge skill checks equal to the number of other creatures that are within the recitation's radius of effect (max +10). Creatures with the Skill Focus (Knowledge [any]) feat count as two creatures for the purpose of this recitation.



**Dimensional Warding** 

Recitation Level: 5 Duration: 5 rounds **Codex: Far-Flung Spheres** Similar School: abjuration Saving Throw: none

Many worlds feature enormous amounts of crackling energy in the air. Though this fuels magic that our world has never even considered, it does make certain magics we take for granted impossible to perform. Any creature or object within this recitation's area of effect is completely unable to perform extradimensional travel. Forms of movement barred by dimensional warding include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The recitation also prevents the use of a gate or teleportation circle for the duration of the recitation.

Dimensional warding does not interfere with the movement of creatures already in ethereal or astral form when the recitation is recited, nor does it block extradimensional perception or attack forms. Also, dimensional warding does not prevent summoned creatures from disappearing at the end of a summoning



### **Energy Vortex**

**Recitation Level: 4** Duration: 5 rounds Codex: Far-Flung Spheres Similar School: evocation [acid, cold, electricity, fire] Saving Throw: Reflex halves

Calling upon the concept of atmospheres very unlike our own, the reciter transforms the atmosphere of a spherical area to a crackling maelstrom of energy. Select acid, cold, electric, or fire. Creatures who begin their turn in or walk into the crackling sphere of energy take 2d8 points of damage of the selected energy type with a Reflex save for half damage.

### **Energy Vortex, Greater**

Recitation Level: 6 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: evocation [acid, cold, electricity, fire] Saving Throw: Reflex halves

Calling upon the concept of atmospheres very unlike our own, the reciter transforms the atmosphere of a spherical area to a crackling maelstrom of energy. Select acid, cold, electric, or fire. Creatures who begin their turn in or walk into the crackling sphere of energy take 4d8 points of damage of the selected energy type with a Reflex save for half damage.

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### Flood with Life

Recitation Level: 3 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: conjuration (healing) Saving Throw: none

No matter where it exists, life needs certain ingredients to be fruitful and multiply. On some worlds, certain creatures are able to grow at phenomenal rates if only those ingredients are always present. Comparing local flora to these creatures, the reciter causes all plants within the recitation's area of effect to produce a full day's worth of growth every round. The plants must be liberally supplied with water, sunlight, and phosphorous (usually potash) to facilitate this growth. If the plant's surroundings cannot support its growth, it does not grow. In the case of fast-growing or very young plants, attempting to force this growth in a low-nutrient setting kills the plant. Established trees, cacti, and other plants capable of going for long periods of time without food cannot be killed by this recitation.



**Hall of Mirrors** Recitation Level: 5 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: illusion Saving Throw: none

When conditions are right, the very air reflects images. At the beginning of each creature's turn, if that creature is within the area of effect of this recitation and has no illusory double, then an illusory double of that creature is produced. Each image remains in the space of the creature it is a double of and moves with that creature, mimicking movements, sounds, and actions exactly. Whenever the creature is attacked or is the target of a spell that requires an attack roll, there is a possibility that the attack targets the image instead. If the attack is a hit, roll randomly to see whether the selected target is real or the image. If hit, the image is destroyed. Area spells affect the creature normally and do not destroy images. Spells and effects that do not require an attack roll affect the creature normally and do not destroy images. Spells that require a touch attack are harmlessly discharged if used to destroy an image.

An attacker must be able to see an image to be fooled. If the creature is invisible or the attacker is blind, then this recitation has no effect (although the normal miss chances still apply).

Creatures that move beyond the area of effect of the recitation immediately lose their illusory image.

spell. 下かく 93 Hellscape Recitation Level: 5 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: evocation Saving Throw: none

Seeking only the most disparaging words possible, your recitation turns the area into a blistering hellscape. Creatures who pass through or begin their turn in the area of the recitation take 2d6 points of fire damage and light on fire as the rules for alchemist's fire. This damage ignores fire resistance, but not fire immunity.

### Impromptu Yodeling

Recitation Level: 4 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: none

There are several strange rules hidden in the First Language. For example, if anything in the language is yodeled, it apparently means, "Add mountains to what I'm saying!" You yodel a short phrase, causing the affected area to become craggy. Treat the land within the recitation's area of effect as difficult terrain, as well as high ground against melee attack attacks made from outside the area of effect. No climb checks are required to move about as a result of this recitation - the mountainous terrain is an approximation and no actual mountains are created in the reciting of this recitation.

### **Ionizing Chant**

Recitation Level: 3 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: evocation [electricity] Saving Throw: none

This recitation causes the very air to crackle with energy. Creatures within the recitation's area of effect deal 1d6 points of electric damage to creatures that strike them in melee or with a physical ranged weapon from a distance of 30 feet or less.



**Ionizing Chant, Greater** Recitation Level: 5 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: evocation [electricity] Saving Throw: none

This recitation causes the very air to crackle with energy. Creatures within the recitation's area of effect deal 2d6 points of electric damage to creatures that strike them in melee or with a physical ranged weapon from a distance of 30 feet or less. Life for the Lifeless

Recitation Level: 6 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: none

Using expertise drawn from the Codex of Artifice, the reciter combines the idea of space to produce a small army of animated objects. Inanimate objects within the recitation's area of effect become up to 10 HD worth of animated objects under the control of the reciter. The reciter can control up to 10 HD worth of animated objects in this manner at any one time. Should an animated object be destroyed, the reciter may choose to cause other inanimate objects to become animated to replace the HD of minions lost. Doing so requires some small amount of recitation from the reciter and is a standard action that provokes attacks of opportunity. If there are no more inanimate objects in the recitation's area of effect, then the truenamer can no longer animate replacements. If an animated object leaves the area of effect of this recitation, it immediately becomes inanimate.

Objects animated in this manner can be animated again, but retain their current hit points from the last time they were animated. Objects reduced to 0 hit points are destroyed and cannot be animated again.



Little Trail over the Meadow Recitation Level: 3 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: none

Your recitation conjures images of covered wagons in the minds of those who hear it. The land within the recitation's area of effect becomes easy to traverse, and, by extension, difficult to defend. As such, it is no longer treated as difficult terrain or high ground. If the terrain natively requires a Climb check to traverse, then it still requires a Climb check to traverse.

### **Refracting Utterance**

Recitation Level: 4 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: illusion Saving Throw: none

On some worlds, the very atmospheric conditions can deflect blows. All attacks made on creatures within the area of effect of this recitation have a 20% miss chance.







### **Relate the Harvest**

Recitation Level: 3 Duration: instantaneous Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: none

One of the few contributions made to the various codices by the halfling race, this recitation turns any plantlife found in nature into a veritable feast. Plants and fungi within the recitation's area of effect immediately bloat to a grotesque size. If an individual spends 1 minute harvesting the plants and fungi grown in this manner, he harvests 1d4 days worth of trail rations. Foodstuffs produced in this manner spoil after 1 week unless preserved by salt, canning, alcohol, or some other means. As the Codex of Far-Flung Spheres does not actually create anything, the plants to be bloated must already be present naturally.

### **Reversed Polarity**

Recitation Level: 5 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: necromancy Saving Throw: Will partial (see text)

Some worlds have the same sorts of energy that our world does, but uses them in vastly different ways. Within this recitation's area of effect, positive energy is treated as negative energy and negative energy is treated as positive energy. Creatures with regeneration or fast healing must make a Will save or take damage equal to the amount their regeneration or fast healing normally heals them.

### **Ring of Honor**

Recitation Level: 4 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: none

Research suggests that the process by which the gods select their paladins has much to do with the absolute count of a tiny microorganism that lives within sentient creatures. This recitation fills the area with those tiny creatures for a short time, making the very earth exude a feeling of valor. Creatures within this recitation's area of effect have a +4 insight bonus to CMD against the disarm and steal combat maneuvers.

### Snuff Out

Recitation Level: 6 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: necromancy Saving Throw: none

The air fills with the stuff of death itself. Each round at the beginning of the reciter's turn, the creature with the most hit points within the recitation's area of effect takes 5d6 points of damage. This recitation does not call for Spell Resistance.

### Interjection Games

### Tales of the Fire Swamp

Recitation Level: 4 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation [fire] Saving Throw: none

No matter where a world is located, there is always a fire swamp on it. Your recitation creates a morass of flaming quicksand within its area of effect, dealing 2d6 points of fire damage to creatures who begin their turn in it. Creatures that step into or begin their turn within the swampy muck must make a DC 15 Strength check or be unable to move for 1 round.

### **Temporal Contraction**

Recitation Level: 3 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: Will negates (harmless)

The flow of time varies depending on the properties of space in a particular area. By contracting time in a small space, the reciter causes all within the recitation's area of effect receive all the benefits of the haste spell. Creatures who begin their turn in or walk into the recitation's area of effect are hasted as per the haste spell with a Will save to negate. Creatures that leave the area of effect lose these benefits at the beginning of their next turn.

### **Temporal Dilation**

Recitation Level: 3 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: Will negates

The flow of time varies depending on the properties of space in a particular area. By dilating time in a small space, the reciter causes all within the recitation's area of effect receive all of the penalties of the slow spell. Creatures who begin their turn in or walk into the recitation's area of effect are slowed as per the slow spell with a Will save to negate. Creatures that leave the area of effect lose these penalties at the beginning of their next turn.

### The Last Word

Recitation Level: 5 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: evocation Saving Throw: none

Filling an area with burning rage, this recitation causes all creatures that are reduced to 0 or fewer hit points in its area of effect to explode, dealing 6d6 points of fire damage to all creatures in a 10-foot radius with a Reflex save for half.



### Bradley Crouch, Thilo Graf, Jason Linker

### **Title Bout** Recitation Level: 6 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: see text

A circular arena bursts out of the ground, complete with cheering spectators and a fairly professional in-house band. Creatures within the area of the recitation are immune to all effects of attacks made by or spells cast by sources outside of the area of the recitation, while creatures outside the area of the recitation are immune to all effects of attacks made by or spells cast by sources within the area of the recitation. Spells and abilities that alter topography (such as transmute stone to mud), create obstructions (such as wall of force), or otherwise create area hazards (such as wall of fire) do not function in the area of this recitation, to the point that an effect of sufficient size will simply leave a hole where the arena is located. Creatures that try to leave the area of the recitation must succeed on a Will save to do so. On a failed Will saving throw, the creature's movement is arrested at the edge of the area of the recitation and the remainder of the action is lost.



### Vow of Stability

Recitation Level: 4 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: none

Earth with a high friction coefficient makes it particularly difficult to destabilize anyone standing upon it. Creatures within this recitation's area of effect have a +4 insight bonus to CMD against the trip, bull rush, and overrun combat maneuvers.

### Wellspring

Recitation Level: 6 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: conjuration (healing) Saving Throw: none

The air fills with the stuff of life itself. Each round at the beginning of your turn, the creature with the least hit points within the recitation's area of effect is healed for 5d6 points of damage. This effect heals all equally, whether it be construct, humanoid, or zombie. This recitation does not call for Spell Resistance.

### Word of Equality

Recitation Level: 5 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: necromancy Saving Throw: none

On some worlds, equality is enforced by the very nature of the world itself. Each round at the beginning of your turn, the creature with the most hit points within the recitation's area of effect takes 2 points of damage for each other creature within the recitation's area of effect. These other creatures are each healed for 2 points of damage.

### **Zone of Attraction**

Recitation Level: 3 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: see text

An area of shimmering energy simply crashes into being, and little crackles of ethereal force run from the edge to the center, as if it were eating itself. Creatures that end their turn within the area of the recitation move 10 feet directly toward the center. If that creature is less than 10 feet from the center of the recitation, then it moves to the center. This movement provokes attacks of opportunity. A successful Will save negates this forced movement. If the subject would collide with a solid obstruction, another creature that is one size category smaller than it or larger, or the reciter, then its movement stops immediately in a square adjacent to that which stopped it.



Zone of Dampening Recitation Level: 3 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: abjuration Saving Throw: none

Various atmospheric conditions can dampen the effects of a particular energy type. Select acid, cold, electric, fire, or sonic. Creatures within the area of effect of the recitation gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points.

Far-Flung Spheres List



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**Zone of Finality** Recitation Level: 5 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: necromancy Saving Throw: none

Though it may seem strange, some worlds are either so awash with positive energy or starved for negative energy that undead as the material plane knows them is an absolute impossibility. The proper recitation can make a microcosm that behaves in much the same way. Corpses within this recitation's area of effect cannot be raised as undead, nor can they be returned to life by raise dead and similar spells.

### **Zone of Homogeneity** Recitation Level: 5

Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: Will negates

Those who are fast are made slow. Each round at the beginning of your turn, the creature with the highest Dexterity score within the recitation's area of effect is staggered for 1 round. A successful Will save negates.

### Zone of Repulsion

Recitation Level: 5 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: see text

An area of shimmering energy simply crashes into being, and little crackles of ethereal force run from the center to the edge, as if it were exhaling. Creatures that end their turn within the area of the recitation move 10 feet directly away from the center. This movement provokes attacks of opportunity. A successful Will save negates this movement. If the subject would collide with a solid obstruction, another creature that is one size category smaller than it or larger, or the reciter, then its movement stops immediately in a square adjacent to that which stopped it.



**Zone of Uplifting** Recitation Level: 5 Duration: 5 rounds Codex: Far-Flung Spheres Similar School: transmutation Saving Throw: Will negates (harmless)

Those who are slow are made fast. Each round at the beginning of your turn, the creature with the lowest Dexterity score within the recitation's area of effect receives the benefits of the grace and haste spells for 1 round.

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### XCODEX OF THE REALIZED VIJION YUMMARY

Level 4

Animated Servitor - Summon a large or smaller animated object

**Commune with the Universe** - Ask the universe a single question about the past or present

**Compact Disc** - Inelastic covering increases falling damage by 3d6

Fabricate the Mundane - Permanently create an object worth 2 gp or less

Floating Sphere - Sphere with wriggling cilia can be grabbed onto and used as a means of aerial transport

**Manual of Knowledge** - Reciter dumps knowledge into a book, reducing his Knowledge checks while increasing those of the holder

**Parabolic Bulwark** - Summoned shield has a 20% chance to reflect rays

**Spongy Disc** - Elastic covering reduces falling damage by 4d6

Level 5

Apathy - Affected creature may miss its turn each turn

**Bridge to Nowhere** - Conjured bridge spans gaps or blocks chokepoints

**Burrowing Sphere** - Sphere tunnels through materials of hardness 8 or lower

**Conjure Armor -** Conjure +4 armor for self use

Conjure Blade - Conjure a +4 weapon for self use

Conjure Bulwark - Conjure a +4 shield for self use

**Passion** - Affected creature gains either an additional standard action or move action each round

Level 6

Animated Juggernaut - Summon a gargantuan or smaller animated object

**Erase from the Record** - Annihilate a creature if it fails three saves in four rounds

**Parabolic Bulwark, Greater** - Summoned shield has a 50% chance to reflect rays

Sinister Darts - Darts inflict conditions on hit.

**Sphere of Fear** - Sphere panics those it touches for 2 rounds

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### **Codex of the Realized Vision: A Primer**

The Codex of the Realized Vision concerns itself with ideas. Though many ideas are merely the collected memories of various sensations, the idea of a rope, the idea of beer, and so on, some ideas are more abstract, such as the concept of morality. Though it should be perfectly possible for the Codex of the Realized Vision to usurp the portfolios of all of the other codices simply by recalling that which the other codices produce, it just so happens that describing an idea to the universe in order to get it to make it for you is among the most heinously complicated procedures in the First Language. Given this, very little research is done on the Codex of the Realized Vision. Those who do research it are at the very top of their craft and tend to have a superiority complex; the rest of the best work on the other codices instead because their work will actually get used.

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### Animated Juggernaut

**Recitation Level: 6** Codex: Realized Vision Similar School: conjuration Range: 60 feet Target: an empty space in range Duration: 5 rounds Saving Throw: none

Your recitation focuses on your copious experience with animated objects: candlesticks, rugs, ropes, armoires, and the like. This recitation conjures a gargantuan or smaller animated object. It shape and construction point assignment is completely up to your control, so long as it is logical. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. When the recitation's duration ends or the conjured animated object is reduced to o hit points, it simply vanishes.

### **Animated Servitor**

Recitation Level: 4 Codex: Realized Vision Similar School: conjuration Range: 60 feet Target: an empty space in range Duration: 5 rounds Saving Throw: none

Your recitation focuses on your copious experience with animated objects: candlesticks, rugs, ropes, armoires, and the like. This recitation conjures a large or smaller animated object. It shape and construction point assignment is completely up to your control, so long as it is logical. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. When the recitation's duration ends or the conjured animated object is reduced to o hit points, it simply vanishes.

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### Apathy

Recitation Level: 5 Codex: Realized Vision Similar School: enchantment [mind-affecting] Range: 60 feet Target: creature in range Duration: 5 rounds Saving Throw: Will negates (see text)

Your recitation calls up visions of hopelessness and ennui. At the beginning of the subject's turn, it must make a Will save or take no action that turn.

### **Bridge to Nowhere**

**Recitation Level: 5** Codex: Realized Vision Similar School: evocation [force] Range: touch Target: space touched Duration: 5 rounds Saving Throw: Will negates (see text)

You bend down and touch the ground as you recite this recitation. A shimmering 10-foot-span bridge made of pure force bursts forth from where you touched and proceeds in a straight line for up to 100 feet or until it runs into something solid, such as a ceiling, a rock wall, a tree, or a living creature standing in the way. The end of the bridge need not be connected to anything, nor does it necessarily have to be navigable; you may have the recitation's product bridge a gap just as easily as you may have it clog up a doorway by being entirely vertical. The bridge has hardness 30 and 20 hit points. If reduced to o hit points, the entirety of the bridge vanishes and the recitation ends.



**Burrowing Sphere** Recitation Level: 5 Codex: Realized Vision Similar School: evocation [force] Range: 60 feet Effect: 5-ft.-diameter sphere Duration: 5 rounds Saving Throw: Will negates

Your recitation produces a sphere that is capable of digging right through most materials. It moves 30 feet per round when moving through the open air, but moves 10 feet per round if burrowing. When the sphere burrows, it annihilates all materials of hardness 8 or lower, effectively allowing it to dig tunnels. Chunks of metal ore and the like clatter to the bottom of the tunnel, while walls and solid sheets of the stuff stop the sphere's progress entirely. The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest. Should the sphere ever be further away from you than its maximum range, it vanishes immediately.

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Realized Vision List



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Commune with the Universe Recitation Level: 4 Codex: Realized Vision

Similar School: divination Range: personal Target: you Duration: instantaneous Saving Throw: Will negates (harmless)

Your recitation forges a momentary link with the universe itself. While linked, you may ask the universe a single question that can be answered with a "yes" or "no" response. The universe has perfect knowledge of past events and fairly good knowledge of the current state of the universe, but absolutely no knowledge of the future. If asked a question that is definitely in the past, such as, "Is Lord Quicksilver alive as of last week?", then the universe's reply will always be true. If asked a question that relies on the current state of the universe, such as, "Is Lord Quicksilver alive?", then the universe's reply has a 50% chance to be true, a 25% chance to be false, and a 25% chance of being noncommittal, such as, "Portents hazy. Try again later," or "Maybe." If asked a question that relies on future events, such as, "Will Lord Quicksilver die if he marches upon the orcs on the morrow?", then the universe will always respond in a noncommittal fashion.

Creatures and locations that are warded against scrving and similar divinations effectively fall off the radar of the universe. Were Lord Quicksilver warded from scrying, the universe's response would be, "Maybe." In this way, asking a question based on the past and receiving a wishy-washy answer is an excellent way of determining that an individual is trying to hide.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 1 hour in accordance with the Law of Flowing Rhetoric. As it turns out, the universe is not amenable to the idea of answering questions all day. It has things to do!

### **Compact Disc**

Recitation Level: 4 Similar School: conjuration Range: 60 feet Area: 10-foot-square Duration: 5 rounds Saving Throw: Will negates

Your recitation coats a surface with a hard material that that is totally inelastic and shockingly hard. Creatures who fall onto this material take an additional 3d6 points of falling damage, even in the fall is normally not high enough to cause falling damage. This includes being tripped and falling prone of one's own free will.



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### **Conjure Blade**

Recitation Level: 5 Codex: Realized Vision Similar School: conjuration Range: personal Target: you Duration: 5 rounds Saving Throw: none

recitation conjures a weapon to Your vour specifications. You can choose the type of weapon created and assign enhancement bonus and weapon special abilities to the weapon. These bonuses must add up to a total enhancement bonus of +4. All weapons are made of default materials, such as steel, stone, and wood. Special materials, such as adamantine and darkwood, are impossible to produce, as the words the universe uses for such materials are still being researched.

The weapon comes into being directly in your hands. This weapon vanishes when the recitation's duration expires and vanishes immediately should it ever be taken off of your person. If you do not have an empty hand, the conjured weapon clatters to the ground, counts as not being on your person, and vanishes instantly.



### **Conjure Bulwark** Recitation Level: 5 Codex: Realized Vision Similar School: conjuration Range: personal Target: you Duration: 5 rounds Saving Throw: none

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Your recitation conjures a shield to your specifications. You can choose the type of shield created and assign enhancement bonus and shield special abilities to the shield. These bonuses must add up to a total enhancement bonus of +4. All shields are made of default materials, such as steel, stone, and wood. Special materials, such as adamantine and darkwood, are impossible to produce, as the words the universe uses for such materials are still being researched.

The shield comes into being directly in your hands. This shield vanishes when the recitation's duration expires and vanishes immediately should it ever be taken off of your person. If you do not have an empty hand, the conjured shield clatters to the ground, counts as not being on your person, and vanishes instantly.

### Erase from the Record

Recitation Level: 6 Codex: Realized Vision Similar School: divination Range: 30 feet Target: creature in range Duration: 4 rounds Saving Throw: Will negates (see text)

Your recitation denies that its target ever existed at all. Each round at the beginning of the subject's turn, that creature gains an oblivion point unless it succeeds on a Will save. If the subject ever has three or more oblivion points, it is utterly erased from the universe with no saving throw allowed. Creatures erased in this manner can only be returned to the space-time continuum through the wish or miracle spells. Oblivion points are removed immediately when the recitation ends.

The trailing inflection cannot be applied to this recitation.

### Fabricate the Mundane

Recitation Level: 4 Codex: Realized Vision Similar School: conjuration Range: personal Target: you Duration: instantaneous Saving Throw: none

Your recitation conjures a single mundane object to your specifications. This object must have a market value of 2 gp or less and cannot be alive. Despite the tireless efforts of the small number of dwarven truenamers in the world, gold, silver, copper, adamantine, platinum, truesilver, gemstones, and other valuables that can be described as coinage or trade goods cannot be conjured in this fashion. Any complex items conjured in this fashion, like a dagger or a wellmade basket, require a related Craft check to produce. Food can be produced with this recitation, though dairy products tend to taste quite terrible mere hours after conjuration because of the lack of essential cultures. Objects made with this recitation are permanent.

An object conjured in this fashion comes into being in your hands. If you do not have an empty hand, the conjured object clatters to the ground and can be picked up at your convenience.

Though this effect is instantaneous, once this recitation is recited, it cannot be recited again for 1 hour in accordance with the Law of Flowing Rhetoric.



### **Floating Sphere**

Recitation Level: 4 Codex: Realized Vision Similar School: evocation [force] Range: 60 feet Effect: 5-ft.-diameter sphere Duration: 5 rounds Saving Throw: none

Your recitation calls forth a hovering sphere covered in rope-like cilia. Creatures who threaten the square containing the floating sphere can grab onto the cilia with an empty hand (or claw or tentacle - the sphere doesn't mind), thus allowing the sphere to pick them up and fly them around. It moves 60 feet per round and has perfect maneuverability. A floating sphere can support the weight of 16 tiny creatures, 8 small creatures, 4 medium creatures, 2 large creatures, or 1 huge creature. Mixtures of these sizes that do not surpass the sphere's limit are valid. If the sphere is overloaded, its move speed is set to 0 feet.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and wriggles its cilia. Should the sphere ever be further away from you than its maximum range, it vanishes immediately.

### Manual of Knowledge

Recitation Level: 4 Codex: Realized Vision Similar School: divination Range: personal Target: you Duration: 5 rounds Saving Throw: none

Your recitation reaches into your mind and plunders it for useful material, producing a strange manual of your thoughts. Choose a Knowledge skill in which you have at least 10 ranks. You take a -10 penalty to that Knowledge skill, but a book containing your thoughts appears in your hands. When held by a creature, even you, this manual grants a +10 bonus to Knowledge checks of the chosen type. Should the manual ever be more than 60 feet from you at any time, it vanishes immediately and the recitation ends.

### **Parabolic Bulwark**

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Recitation Level: 4 Codex: Realized Vision Similar School: conjuration Range: personal Target: you Duration: 5 rounds Saving Throw: none

Your recitation produces a strange shield-like object that curves outward like a parabola. This object comes into being strapped to one of your arms as if it were a buckler, if possible. If strapped to one of your arms, it provides a 20% chance to reflect ray spells that touch you. Should this object ever leave your person or successfully reflect a ray, it vanishes immediately and the recitation ends.





### Parabolic Bulwark, Greater

Recitation Level: 6 Codex: Realized Vision Similar School: conjuration Range: personal Target: you Duration: 5 rounds Saving Throw: none

Your recitation produces a strange shield-like object that curves outward like a parabola. This object comes into being strapped to one of your arms as if it were a buckler, if possible. If strapped to one of your arms, it provides a 50% chance to reflect ray spells that touch you. Should this object ever leave your person or successfully reflect a ray, it vanishes immediately and the recitation ends.



### Passion

Recitation Level: 5 Codex: Realized Vision Similar School: enchantment [mind-affecting] Range: 60 feet Target: creature in range Duration: 5 rounds Saving Throw: Will negates (harmless)

Your recitation calls up visions of hope and excitement. The subject has a 50% chance to gain an additional standard action each round. This standard action cannot be used to cast spells, use a spell-like ability, use a supernatural ability, or use spell completion items, but it may be used to do anything else, such as attack again, drink a potion, use a wand, use an extraordinary ability, or perform certain skill checks. If the subject does not gain an additional standard action, then an additional move action is gained instead.

### Sinister Darts

Recitation Level: 6 Codex: Realized Vision Similar School: conjuration Range: personal Target: you Duration: 5 rounds Saving Throw: none

Your recitation describes something fairly simple: a magical dart coated in a substance that causes extreme disorientation. This recitation conjures four such darts in your outstretched hand. They may be thrown as though they were darts or used as ammunition for a blowpipe. These darts deal 1d4 + Intelligence modifier damage on a successful hit and those damaged by one are confused for 1 round and deafened, dazzled, and shaken for 1d4 rounds with no saving throw allowed. After hitting a target, a dart conjured in this manner vanishes. Once all of the darts vanish, this recitation ends immediately.

Sphere of Fear

**Recitation Level: 6** Codex: Realized Vision Similar School: necromancy [fear, mind-affecting] Range: 60 feet Target: creature in range Duration: 5 rounds Saving Throw: Will negates

Your recitation is a droning repetition of all of the most terrifying things you can name in the First Language. The resulting manifestation, barely cohesive, but seething with terror, is a 5-foot sphere of fearful emanations that comes into being in the same square as the target creature. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and causes that creature to become panicked for 2 rounds, though a successful Will save negates the condition. A sphere of fear rolls over barriers less than 4 feet tall.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and acts scary. Should the sphere ever be further away from you than its maximum range, it vanishes immediately.

Inflections that can increase the number of targets affected by this recitation, such as stereo or sympathetic, cannot be used in conjunction with it.



**Spongy Disc** Recitation Level: 4 Similar School: conjuration Range: 60 feet Area: 10-foot-square Duration: 5 rounds Saving Throw: Will negates

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Your recitation coats a surface with a spongy material that absorbs shock and is pleasantly springy to step upon. Creatures who fall onto this material can ignore falling damage from heights of up to 50 feet. Falls from greater than 50 feet deal damage to the faller as if the distance fallen were 40 feet less than it actually is.

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