ADVENTURE PATH PLUG-IN

MAKE YOUR GAME LEGENDARY!

A rules supplement designed to merge magic and mysticism, uniting the possibilities of arcane and divine magic with the unity of mind, body, and spirit in meditative harmony. Ideally suited for use with a Far East Adventure Path campaign or any game looking to broaden the scope of what magical characters can do as well as exploring the possibilities of ki as a power that characters of any kind can use to perform supernatural feats.

MEDITATIONS OF THE IMPERIAL MYSTICS

BY CLINTON J. BOOMER & JASON NELSON WITH THE LEGENDARY GAMES DESIGN TEAM



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CREDITS

Authors: Clinton J. Boomer and Jason Nelson Artist: Frank Hessefort Design and Layout: Timothy K. Wickham Legendary Games Team Members: Clinton Boomer, Matt Goodall, Jim Groves, Rob Lazzaretti, Jason Nelson, Neil Spicer, Russ Taylor, Greg Vaughan, Timothy Wickham, and Clark Peterson

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ABOUT LEGENDARY GAMES

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WELCOME TO ADVENTURE PATH PLUG-INS!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's Pathfinder Roleplaying Game. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the Pathfinder Reference Document, the official online compendium of game rules (when not present there, we also used the d20PFSRD). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.



HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Far East Adventure Path" instead of the title of <u>a recent Adventure Path</u>. Or, you may see us use names such as the "Destined Empress," the "Elven Protector," the "Caravan Master," the "Mystic Seer," or even the "Eternal Rose" or "Goddess of Love" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy this adventure as part of your "Far East Adventure Path," helping the "Destined Empress" claim her birthright across the polar ice cap in the "dragon empire." See, that wasn't so hard, was it?

WHAT YOU WILL FIND INSIDE THESE MEDITATIONS

This supplement contains a rule system for integrating ki or spirit energy into any campaign but is particularly well-suited for campaigns set in or journeying to fantasy realms inspired by the Far East and the Asian traditions of medicine and mysticism. That said, Adventure Path-based campaigns are written to appeal to all adventurers and are not necessarily tailored to your campaign, your play style, or your particular game group. Meditations of the Imperial Mystics allows you, the GM, to introduce what amounts to a third type of magic, alongside arcane and divine, but one that is not confined to traditional spellcasting classes and in fact is most closely allied with those classes thematically linked to adventure and literary tropes of the Far East.

The tomes within are evocative and richly detailed, with history and character that makes them far more than a collection of dusty pages that deliver intriguing possibilities for introducing novel applications of the rules of your favorite role-playing game. Who better to provide you with this kind of product than the writers that regularly contribute to building the rules, adventures, and support materials that make that game great? The answer: no one. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

BOOKS AND MAGIC

Magical tomes, codices, manuals, librams, and grimoires are a staple of fantasy fiction and fantasy gaming, as repositories of lost secrets or forbidden lore. Whether semi-historical or Loyecraftian and outré, books hold a certain fascination as windows into the past, or into the mind of another. In gaming terms, however, books have mostly hewn to one of two archetypes: the book of spells or a book that grants a permanent boost to an ability score or character class. There is a great deal of additional design space here, however, to broaden the parameters of what a book can be. Surely a book can contain spells that can be learnt and studied, but it can do more than this, and for that matter it can open up spell options even for classes that usually do not use spellbooks. For that matter, if studying a book can increase your ability scores through gainful exercise or clear thought, or in past versions of the game could add a level of experience in a class, why not books that could teach you other secrets that you could continue to use to improve yourself.

This product explores books that cross over through both of these design goals, while also continuing to explore the idea introduced in the companion product <u>Tomes of Arcane Knowledge</u>; that is, that a spellbook need not be a book at all. Surely books and scrolls are the most common way to record such prophecies and discoveries for posterity, but cultures, traditions, and genres can demand far more magnificent, mysterious, or horrible media for the recording of great wisdom. *Meditations of the Imperial Mystics* is rooted in the sensibilities of a Far East Adventure Path, and thus these tomes represent the cultures implied in such campaigns in their form as well as their contents.

Much of the lore in this product relates to the use and expenditure of ki, which can be as narrowly focused as the monk and ninja classes or as broad as you wish, using the expanded ki rules in <u>The Way of</u> <u>Ki</u>. However, this product does not require <u>The Way of Ki</u> to be useful to your campaign. The foundational Ki Meditation feat mechanic is reprinted here for your convenience, but you may refer to that product if you wish to make ki a core feature of your campaign.

FRAGMENTARY TOMES

Each of the "tomes" within this product, regardless of whether it is an actual book, contains secret knowledge that is not accessible to the general public. Whenever you introduce one of these items, you must consider how to handle the proliferation of that knowledge. While wizards must learn their spells from study, that limit on accessibility works differently for sorcerers and does not apply at all to a class like clerics. While there is not a compelling rules-based reason to deny such classes access to the spells contained herein, the flavor of discovery of a new tome is clearly lost a bit if these secrets are freely available.

You can, of course, rule that the spells contained within these books (or similar books such as those in *Tomes of Arcane Knowledge*) are unattainable without direct access to the tome in question. Even for classes with fewer restrictions on their spell choice, like clerics or sorcerers, the rarity of these spells makes them functionally inaccessible. While in theory they could be learned, a supplicant priest or experimenting sorcerer might never think to try the feats these spells achieve. While a deity could grant the spells if asked, it doesn't necessarily volunteer that information unless properly asked or propitiated.

If you do want to introduce new rules contained herein without giving out the entire item, you could rationalize this on the basis of corrupted or fragmentary versions of a secret text. As an item of treasure, bits and pieces of legendary works can provide an interesting alternative to gold, jewels, and standard magic items. This can be an excellent method for introducing PCs in pursuing a legendary item or tome, whetting their appetite with one or more secrets from the original, perhaps even making them flawed in some way. For that matter, they could find a famous tome literally split in two, with some secrets intact and a partial clue to others that are lost but could be rediscovered if only the other part of the book could be recovered.

The same idea can be applied to new ki feats contained within any of these tomes, considering these new feats to be unavailable unless a character has access to one of these tomes, or to someone with access to at least a fragment of this knowledge. The idea of training to gain skills, feats, and the like is a return to a concept more popular in earlier versions of the game, but need not be as mechanically thorough-going as it was in those days. Using this option for feats simply creates a small niche of limited-access abilities that grounds the characters a bit more in a textured campaign setting, where everything is not simply uniform and universal, but where some things can be had only with a bit of effort, making their discovery a reward in itself.

KI FEATS

While monks and ninjas (and, using the alternate rules found in *The Way of Ki*, samurai) possess a baseline pool of ki points and class abilities that can be activated using them, most users of ki rely on the use of feats to focus and channel their use of ki. For characters without a pool of ki points, this can be facilitated by taking the following prerequisite feat, previously described in *The Way of Ki*:

KI MEDITATION (KI)

Although you are not a monk or ninja, you have and can use ki.

Prerequisite: Wis 13, you must have no levels in a class that has a ki pool.

Benefit: Once per day, you can meditate for 1 hour in order to gain a ki pool containing 1 point of ki. When you meditate, select a skill in which you have at least 1 rank. As long as you have at least 1 point in your ki pool, you gain a +2 insight bonus to that skill for 24 hours or until your next meditation, whichever comes first. When making a skill check for the selected skill, as a free action you can spend 1 point from your ki pool to double your insight bonus to +4.

Special: You can take the Extra Ki feat to add points to your ki pool gained from this feat. If you have this feat and later gain a ki pool through multiclassing and reaching an appropriate level in a class that grants a ki pool, you must retrain this feat into a different ki feat.

As in *The Way of Ki*, you will see rules for ki-related feats that reference Wisdom as the default kidetermining ability score. For classes that use a different ability score to determine their ki pool and other ki-related effects, you may substitute that ability score for Wisdom for the purpose of feat prerequisites as well as the effects of ki-related feats and abilities

The Way of Ki also contains information regarding methods for every character class to acquire and gain additional ki points through the use of vows and substituting ki feats for other class features. This information is not necessary if you wish to reserve ki abilities to the classes that officially possess a ki pool, but these rules allow you to greatly expand the scope and use of ki in your game and to model a cultural tradition where ki is just as popular and important as arcane and divine magic.

BODY OUTSIDE BODY, ARCANE/DIVINE/KI TOME

The rough pages of scraped vellum comprising this tome are pressed between covers of embossed teak, loosely bound with sinew and skeins of braided twine. Within, scrawled characters twine around diagrams of spirit-centers and spiritual pathways between the mind and the universe. An engraved medallion of brilliant green jade serves as a bookmark fob as well as a warding device for the book. This text within is an exploratory narrative plumbing the auras that permeate the silent twilight sea between heart and mind, both the mystic emptiness within each individual's spiritual space as well as the conjoined communion that links dreamers and the dream of reality itself. This surrealist panegyric deals with the science of focusing one's ki in order to become sensitive to the patterns of joining that emanate from the wellsprings of time and space, to read the past, present, and future that occur simultaneously in the flow of probability. This is not entirely a surrender of rationality to postrealistic Gnosticism, for in the reading of other-time and the resonant auras within this world, one can learn much about what exists both near far, even learning to hurl one's own consciousness heedless through the maelstrom to the quiet shores of elsewhen and otherwhere, thence to draw back with the gleaned wisps of knowledge beyond the reach of normal senses.

Benefit: Study of this tome grants an expanded awareness of patterns in the universe and how to unlock them in a way that manifests success. If you study *Body Outside Body* for 1 hour (which may overlap with preparing other spells), for the next 24 hours you gain a +1 bonus to your caster level when using any spell contained in the tome.



In addition, the jade medallion preserves the book from rot and decay and also grants it hardness and hit points as if it were made from stone rather than wood and paper (hardness 8, hit points 20). The enchanted jade purifies the book as well. Any poison or contagion applied to the book is neutralized within 1 minute. The charm's virtue extends in part to a creature carrying the book, granting a +1 luck bonus to saving throws against disease and poison as long as the book is carried. This bonus does not apply if the book is carried in an extradimensional space, and the bonus does not apply if the medallion is detached from the book.

Ki Powers: Study of this tome allows the reader to select a number of rare ki feats that are little known outside the devotees of *Body Outside Body* and its teachings.

Aura Absolution (Ki)

You can rechannel the flows of ki to manipulate the auras of yourself and others.

Prerequisite: Wis 13, ki pool class feature or Ki Meditation feat **Benefit:** As long as you have at least 1 point in your ki pool, your alignment aura is partially masked. You gain a +2 bonus to saving throws against any effect whose effects are determined by your alignment (e.g., *blasphemy, chaos hammer*), and the DC is increased by 2 for any caster level checks made against you with such effects or with divinations used to detect your alignment.

In addition, by spending 1 ki point as a standard action you can temporarily shift a creature's alignment involuntarily, as if you were using *imbue with aura* as a spell-like ability. By meditating for 1 hour and spending 3 ki points, you can cleanse a target's aura, removing a curse (as *remove curse*) or reversing magical alignment change (as *atonement*). Your caster level and save DC are determined as if you were a qinggong monk.

DREAM TRAVEL (KI)

You can travel to other places by sailing the seas of the Dimension of Dreams.

Prerequisite: Wis 13, ki pool class feature or Ki Meditation feat, Knowledge (planes) 10 ranks

Benefit: While sleeping, you can bring yourself and others through the Dimension of Dreams, returning at the end of your journey elsewhere in the same plane, or even at a destination on a different plane. Dream Travel functions similarly to *shadow walk*, with a caster level equal to your character level, but you can bring yourself and a number of other willing creatures equal to your Wisdom modifier. You must spend 1 point from your ki pool to use Dream Travel, plus an additional point per creature that accompanies you.

All creatures desiring to Dream Travel must be asleep in order to begin traveling and must remain asleep for the duration of their travel, as their bodies remain behind while they travel the Dimension of Dreams. A creature awakened prematurely remains Unlike *shadow walk*, however, the bodies of creatures remain behind until their travels are complete, as they form dreamselves similar to the astral bodies formed when using *astral projection*. However, these dream-selves exist only while travelers are within the Dimension of Dreams. Once your destination is reached, whether on your plane of origin or another plane that is coterminous with the Dimension of Dreams, your physical bodies (and whatever gear you are wearing) and dream-selves fade away and your physical bodies reform at your destination. Because of your mastery of the waking and living dream, you gain a +2 bonus to saving throws against *dream*, *nightmare*, and sleep effects as long as you have at least 1 point in your ki pool.

FATE LINK (KI)

When you link auras, you conjoin your destinies.

Prerequisite: Wis 13, ki pool class feature or Ki Meditation feat, Mindlink, Spellcraft 5 ranks

Benefit: When you create a Mindlink, by doubling the ki point cost you can join your fate to a creature with whom you are linked, creating either a one-way or two-way *shield other* effect. If the target is unwilling, the ki point cost is tripled rather than doubled, and a Will save negates both the Mindlink and the Fate Link. Like *shield other*, a Fate Link can be dismissed by you as a standard action. Fate Link is a supernatural effect that cannot be dispelled but can be removed by *break enchantment*. The Fate Link ends if either linked partner dies.

In addition to allowing the linked partners to share hit point damage, a willing creature in a Fate Link can absorb a harmful condition from his linked partner onto himself, removing the condition from his partner in the process. You can absorb typical conditions like blinded, confused, exhausted, paralyzed, and petrified. You also can absorb ability damage, ability drain, temporary ability score penalties, or negative levels; when doing so, you must absorb all negative levels or all ability damage, drain, or penalties to a single ability score that your partner has; you cannot choose to absorb a partial amount.

In the case of effects that have ongoing effects or require ongoing saving throws (e.g., *hold person*, disease, poison), once you absorb the effect you become its target and you make any relevant saving throws.

You cannot absorb an effect that cannot affect you, including if you are immune to it or if you already have an identical condition whose effect does not stack, though you can absorb stacking effects (e.g., fatigue, fear effects, poison). While you cannot absorb the dead or dying condition, you may choose to absorb an effect that kills or permanently incapacitates you or leaves you in a dying state.

Absorbing a harmful condition is a standard action costing 1 point from your ki pool for a temporary condition or 2 points for a permanent condition (e.g., ability drain, *bestow curse*, *feeblemind*, permanent negative levels) if your linked partner is adjacent to you. This cost is doubled if the target is not adjacent to you. Rather than absorbing a pre-existing condition affecting your partner, you can choose to absorb a new condition that would otherwise affect her as an immediate action. This doubles the ki point cost noted above and causes the condition to affect you rather than its original target. If you lack a ki pool, you cannot absorb harmful conditions from a partner with whom you share a Fate Link.

MINDLINK (KI)

Your knit your aura with another's, allowing you to share thoughts and spirit.

Prerequisite: Wis 13, ki pool class feature or Ki Meditation feat, Spellcraft 3 ranks

Benefit: You are expert at reaching into the minds and hearts of others, and any mind-affecting effect you create takes effect at +1 caster level. In addition, as a full-round action you can spend 1 point from your ki pool to create a mental and spiritual linkage with another creature by touch equivalent to a *status* spell (Will negates for unwilling creatures). By spending 2 points from your ki pool, you can make the Mindlink function both ways, allowing your partner to know your *status* as well. This effect lasts a number of hours equal to your Wisdom modifier. You can continue the Mindlink for the same duration by paying the ki point cost again.

As a full-round action, you can spend 2 points from your ki pool to send a message to a creature with whom you share a Mindlink and receive a reply, as *sending*.

MINDWORM (KI)

Your sensitive spirit bridges the gap between minds.

Prerequisite: Wis 13, ki pool class feature or Ki Meditation feat, Mindlink, Sensitivity to Psychic Impressions, Spellcraft 5 ranks

Benefit: If you detect a mind-affecting effect using Sensitivity to Psychic Impressions, you can spend 1 additional ki point as a separate standard action to use *detect thoughts* (DC 12 plus your Wisdom modifier) against the creature that created the mind-affecting effect. This ability reveals the creature's thoughts at the time it created the effect, not its present state of mind, and it must be used within 1 minute of detecting the mind-affecting effect or the impression fades and must be detected again. Alternatively, you may spend 2 points from your ki pool to try to create a Mindlink with the creature that created the effect. If your Mindlink succeeds, Mindlink, you can spend 1 ki point at any time to read the surface thoughts of the linked creature regardless of range.

Any time you target a creature with whom you share a Mindlink with one of the following spells, you increase the save DC by 1 for any of the following spells: *detect thoughts*, *dream*, *modify memory*, *nightmare*, *phantasmal killer*, *scrying*, *scrying (greater)*, *weird*. The target is not immediately aware of the status effect but may attempt a Sense Motive check (DC 10 + your level + your Charisma modifier) to detect your mental intrusion. The Mindworm cannot be dispelled but can be negated using *break enchantment*, *limited wish*, *miracle*, or *wish*. The Mindworm cannot penetrate a *mind blank* or *private sanctum* spell, and *nondetection* blocks it unless you succeed at a Wisdom check with a bonus equal to the size of your ki pool in place of the caster level check normally required.

You can use this ability in the same way against a creature whose track you have examined using Sensitivity to Psychic Impressions.

OBJECT READING (KI)

You can rechannel the flows of ki to manipulate the auras of yourself and others.

Prerequisite: Wis 13, ki pool class feature or Ki Meditation feat Benefit: As long as you have at least 1 point in your ki pool, allowing you to add your Wisdom modifier as an insight bonus to Knowledge (history) checks you make about any object you handle for at least 1 round, and as a full-round action you can *detect magic* at will on one item per round simply by handling it. By studying an object for 1 minute and spending 1 ki point, you can use *detect chaos/evil/good/law* or *identify* on that object. By meditating upon an object for 1 hour and spending 2 points from your ki pool, you may learn about an object's past as if using *legend lore*, or you may meditate upon its inner working and functions and the propitious flow of fate around its future, granting you a +10 luck bonus to any one skill check, ability check, or caster level check you make using that object within the next 24 hours. This check must affect the item directly or must be related to activating the object; it does not apply to indirect checks such as using the object to threaten someone with an Intimidate check.

RADIAL NAVIGATION (KI)

You can unspool threads and loci of your personal aura to faultlessly retrace your path.

Prerequisite: Wis 13, ki pool class feature or Ki Meditation feat

Benefit: As long as you have at least 1 point in your ki pool, you gain a +2 bonus to Survival checks to avoid getting lost. In addition, as a full-round action you can spend 1 ki point to create a psychic homing beacon for yourself at a specific location. This beacon lasts a number of hours equal to your Wisdom modifier. You can use *know direction* at will as a spell-like ability to find any beacon you have created, regardless of its distance. You consider the location of any of your beacons to be "studied carefully" for the purpose of *teleport*.

RAPPORT (KI)

You communicate swiftly and silently with minds and souls linked to yours.

Prerequisite: Wis 13, ki pool class feature or Ki Meditation feat, Mindlink, Spellcraft 9 ranks

Benefit: You can freely communicate with creates linked to you by Mindlink, as if you shared a *telepathic bond*. In addition, you can spend 1 point from your ki pool to communicate with a linked creature with whom you do not share a common language, as if using *speak with animals* or *tongues*.

If you and your linked ally both possess a ki pool, you may each spend 2 points from your ki pool to gain the effect of a <u>battlemind link</u>. Your ally need not have the Rapport feat, but if she does not possess a ki pool you cannot use this ability.

SENSITIVITY TO PSYCHIC IMPRESSIONS (KI)

You can read the lingering imprints left behind by sentient beings. **Prerequisite:** Wis 13, ki pool class feature or Ki Meditation feat

Benefit: As long as you have at least 1 point in your ki pool, you gain a +2 bonus to Sense Motive checks made to detect charm or compulsion effects, and as a full-round action you can spend 1 or point from your ki pool to *detect magic* on a creature you touch. This detection reveals only mind-affecting effects affecting the target, but if such effects are detected you can spend 2 additional points from your ki pool to learn the precise nature of those mind-affecting effects, as if using *greater arcane sight*.

In addition, as long as you have 1 point in your ki pool you gain a +2 bonus to Survival checks made to track. As a standard action, you can spend 1 point from your ki pool to acquire a visual image of any creature whose track you find, as <u>residual tracking</u>.

Spells: Body Outside Body can be read by wielders of common magic and used to glean knowledge of the following spells: arcane eye, astral projection, <u>astral projection (lesser)</u>, aura alteration^{*}, clairaudience/clairvoyance, detect chaos/evil/good/ law, dream, <u>imbue with aura</u>, nightmare, paradox^{*}, plane shift, scrying, scrying (greater), sending, telepathic bond. * New spell described below.

AURA ALTERATION

School transmutation; Level cleric 4, witch 4

CASTING

Casting Time 1 standard action

Components V, S, DF (three holy symbols of different alignments, melted or otherwise fastened together)

EFFECT

Range touch Target living creature touched Duration 1 minute/level (D); see text Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You alter the alignment aura of the target creature (you may target yourself) by one step per 4 caster levels. Each step of alteration moves the target creature's alignment aura one step along either the law/chaos or the good/evil axis. If the target creature's alignment is moved one step less than the maximum allowed, you may increase the duration to 10 minutes per level; if moved two steps less, to 1 hour per level; and if moved three steps less, 1 day per level. If this spell is used more than once on the same creature, the effects overlap and do not stack.

The target's actual alignment is not affected; however, all alignment-based effects (including alignment detection, aligned weapons, clerical domain powers, and spells such as *blasphemy, chaos hammer,* and *forbiddance*) treat the target as if their alignment was the aura you choose rather than their actual alignment.

Paradox

School transmutation; Level sorcerer/wizard 6, summoner 6, witch 6

CASTING

Casting Time 1 swift action

Components V, S, M (an hourglass filled with diamond dust-500 gp)

EFFECT

Range personal Target you Duration instantaneous

DESCRIPTION

At any point during your turn, you may cast this spell to slip backwards in the time stream, undoing any actions you have taken so far during that turn and erasing their effects. Any actions by other creatures that occurred reactively during your turn as a result of your actions, including attacks of opportunity and readied actions, are similarly undone and their effects negated. Resources expended for any actions negated by the *paradox* are restored to their unused condition, including spells cast, daily uses of abilities, consumable magic items or charges, or anything else, as though they had never been used. You cannot alter any action or its effects that occurred prior to your current turn, and you cannot cast this spell if you have already been affected by an effect that prevents you from taking actions or casting spells.

Instructions of Yin-Blood and Thundering Yang, Arcane/Ki Tome

This elaborate scroll is backed by slats of green bamboo tied with elaborately knotted silken thread. Affixed to its face are strips of fibrous pale-bleached paper upon which are painted row after row of spidery calligraphic quatrains extolling a perverse and corrupted philosophy of the interrelated duality of all things. Traditional understandings of yin and yang focus upon their inherent balance and the necessity of embracing that everturning wheel of reality as light turns to day and thence back to night, revealing by turns warmth and chill, masculinity and femininity, gentleness and strength. The blasphemous scrawling of the *Instructions of Yin-Blood and Thundering Yang*, however, contain nothing of the sort, as this tome is dedicated to the exploitation of disruptions and imbalance within the foundational energies of ki.

The Instructions of Yin-Blood and Thundering Yang actually comprise two separate disquisitions on the nature of reality, written not just in counterpoint but literal reverse of one another on the same scroll. With meticulous and even maniacal precision, if at times tortured poetic metaphor, the innumerable interlocking characters of the Instructions of Yin-Blood form one text concerning the distortion and malleability of cool, yielding yin when read normally, but when turned upside down and the characters read in reverse the inverted pictographic text forms an entirely different text, the Instructions of Thundering Yang, concerning the eruptive nature of the fractured foci of overchanneled yang. In keeping with the violation of balance inherent in the Instructions, one cannot comprehend both at the same time but only in warped isolation from one another.

Though this ancient scroll itself is unique, its teachings are merely rare as over the centuries its secrets have been copied and recorded many times, being held sacred among the darkest of vengeance-fueled cults, monasteries, and ninja clans.



INSTRUCTIONS OF YIN-BLOOD

A work of majestic, unearthly necromantic power, this text promises to its students only an incredible strength, to work whatever deeds they desire in frost, darkness and blood -- at merely the cost of their minds, bodies and souls.

Risks: Studying the *Instructions of Yin-Blood* aspect of the scroll for one week allows the reader to unlock its secrets with a DC 15 Intelligence or Wisdom check (reader's choice). If the check fails, the reader's eyes begin to develop lace-frosted cataracts and her fingers develop frostbite and a permanent chill. The reader becomes permanently fatigued and dazzled. Creatures immune to fatigue instead take 2 points of Dexterity drain. This is a curse effect and cannot be dispelled or otherwise removed without first removing the curse (DC 15 caster level check).

Benefits: If the above check succeeds, from that point on the reader can meditate upon the scroll for 1 hour to gain the benefits of *endure elements* as a supernatural ability (inuring him to cold temperatures only) lasting 24 hours. In addition, after meditating the reader gains the benefits of one of the following feats for 24 hours: Elemental Fist (cold), Elemental Focus (cold), Elemental Spell (cold), or Rime Spell. He need not meet the prerequisites for the feat he chooses. He may change the selected feat by meditating for an additional hour; the new feat replaces the old.

If the reader possesses a ki pool, he can spend 1 point from his ki pool to make an additional Elemental Fist (cold) attack beyond his normal daily limit. A spellcaster that prepares spells can spend 1 point from his ki pool to prepare a spell with the Elemental Spell (cold) metamagic feat without increasing its level, while a spontaneous caster can spend 1 point from his ki pool to add the Elemental Spell (cold) feat to a spell he casts without increasing its level or its casting time.

In addition, when using these feats a student of the *Instructions of Yin-Blood* can opt to infuse that spell with a slick portion of his own living spirit as a swift action. When he does this, he takes 2d4 points of nonlethal damage, plus the adjusted level of the spell being infused for spellcasting. He can only affect any specific use of a spell-like ki ability with a single type of yin-blood infusion. He can infuse these abilities in one of the following ways:

Disruptive Yin: Creatures damaged by the ability must make a concentration check (DC equals the 10 + the reader's level in any ki-using class(es) + 1/2 the reader's level in other classes + the reader's Wisdom modifier (or equivalent ability, if a different ability determines his ki pool)) to cast spells for 1 round. This also disrupts the ability to wield ki for 1 round, and creatures attempting to use ki must make a Wisdom (or equivalent ki-determining ability) check

Dolorous Yin: Creatures damaged by the infused ability become sickened for 1 round.

Focused Yin: The DC of the infused ki ability is increased by 1.

Ki Powers: A character with a ki pool can meditate upon the *Instructions of Yin-Blood* in order to gain access to spell-like abilities in a manner similar to a qinggong monk. The reader's caster level for these abilities is equal to the character's class level in whatever class grants her ki pool. If the reader has

levels in more than one class that grants a ki pool, those levels stack for the purpose of determining her caster level. In order to utilize one of these abilities, the reader must meet the listed minimum effective caster level.

Learning one of these abilities requires 8 hours of study with the Instructions of Yin-Blood and the permanent sacrifice of 1 point from her ki pool. This permanent ki point sacrifice is waived if the reader performs a ritual sacrifice of a sentient humanoid. The victim must be slain with cold and/or negative energy damage alone. Thenceforth, she can use the selected ability whenever desired, choosing from the following abilities for which she meets the listed minimum effective caster level: frostbite or icicle dagger (1 ki point, minimum level 4th), draconic reservoir (cold) or frigid touch (2 ki points, minimum level 8th), deeper darkness or blood crow strike (3 ki points, minimum level 12th); the dead-black swarm of yin-birds created by this latter power deal cold damage rather than fire damage. By doubling the ki point cost, the reader can use frostbite or frigid touch as a ranged touch attack (30-foot range) rather than a melee touch attack.

A creature that has learned the use of one or more of these powers can activate them even when her ki pool is exhausted. If the reader has no points left in his ki pool, as a full-round action he can regain 2 ki points by taking 2 points of ability damage to his Strength, Dexterity, or Constitution score, as if he possessed the Fuel Ki feat (see *The Way of Ki*, p. 7); however, these ki points may only be spent on the abilities provided by the *Instructions*.

Spells: The *Instructions of Yin-Blood* can be used as a traditional spellbook, containing the following spells: *darkness, deeper darkness, freezing sphere, frigid touch, frostbite, ice body, icicle dagger, icy prison, icy prison (mass), polar midnight.*

INSTRUCTIONS OF THUNDERING YANG

By reversing and inverting the scroll, the reader can read the scroll in its opposite, the *Instructions of Thundering Yang*, a treatise on the magnification of natural life-giving energy, light, and vitality into focused eruptive and explosive force and power. In most respects, the *Instructions of Thundering Yang* work similarly to the *Instructions of Yin-Blood*, but rather than being focused on powers of darkness and cold they instead harness the power of the burning sun and the raging storm.

Risks: Studying the *Instructions of Thundering Yang* is as dangerous as studying the dark arts of its counterpart. A failed Intelligence or Wisdom check leaves the reader permanently dazzled and deafened rather than dazzled and fatigued. Creatures immune to either effect instead take 2 points of Strength drain.

Benefits: Studying the *Instructions of Thundering Yang* for 1 hour inures the reader to warm temperatures as if using *endure elements* for 24 hours; this is a supernatural effect. In addition, the reader gains the benefits of one of the following feats for 24 hours: Elemental Fist (electricity), Elemental Spell (electricity), Flaring Spell, or Thundering Spell. He need not meet the prerequisites for the feat he chooses. He may change the selected feat by meditating for an additional hour; the new feat replaces the old.

If the reader possesses a ki pool, he can spend 1 point from his ki pool to make an additional Elemental Fist (electricity) attack beyond his normal daily limit. A spellcaster that prepares spells can spend 1 point from his ki pool to prepare a spell with the selected metamagic feat without increasing its level, while a spontaneous caster can spend 1 point from his ki pool to add the selected metamagic feat to a spell he casts without increasing its level or its casting time.

In addition, when using these feats a student of the *Instructions of Thundering Yang* can opt to infuse that spell with a pulsating portion of his own living spirit as a swift action. This functions identically to infusing disruptive yin, dolorous yin, or focused yin, as described above.

Ki Powers: A character with a ki pool can meditate upon the Instructions of Thundering Yang in order to gain access to spell-like abilities in a manner similar to a qinggong monk, just as he can from the Instructions of Yin-Blood. He can waive the permanent sacrifice of a ki point by ritually sacrificing a sentient humanoid, slain by fire, electricity, and negative energy damage alone. The abilities she can learn from studying the tome are as follows: burning gaze or snapdragon fireworks (1 ki point, minimum level 4th), draconic reservoir (electricity or fire) or fire breath (2 ki points, minimum level 8th), blood crow strike or sunbeam (one beam only) (3 ki points, minimum level 12th); however, all of these effects deal half electricity and half sonic damage in place of any fire damage they would normally deal. By spending 1 additional ki point, the reader can apply the effect of the Flaring Spell or Thundering Spell feat to any of these effects.

A creature that has learned the use of one or more of these powers can activate them even when her ki pool is exhausted. If the reader has no points left in his ki pool, as a full-round action he can regain 2 ki points by taking 2 points of ability damage to his Strength, Dexterity, or Constitution score, as if he possessed the Fuel Ki feat (see *The Way of Ki*, p. 7); however, these ki points may only be spent on the abilities provided by the *Instructions*.

Spells: The Instructions of Thundering Yang can be used as a traditional spellbook, containing the following spells: burning gaze, daylight, draconic reservoir, fire breath, snapdragon fireworks, sunbeam, sunburst.

Prayers of Empty Flesh & Undying Ki, Divine/Ki Tome

This banned philosophical text has been replicated in fragmentary form in any number of heathen scrolls and unhinged manuscripts, but the original and complete Prayers of Empty Flesh & Undying Ki was graven by its anonymous author upon an innocuous prayer wheel, to be spun while intoning mystic meditative chants. As the prayer wheel is spun, however, the engraved verses do not simply repeat but actually seem to unspool with every turn. As the chant becomes a droning dirge, the chanter begins to understand the Path of Empty Flesh, a dangerous hypnagogic quasi-mystical state through which practitioners may ignore terrible damage to their earthly bodies by focusing purely on the will of the Undying Ki. The layered text embedded within the prayer wheel contains terrifying rites and ceremonies dedicated to the transcendence and mortification of the living vessel, and prolonged study is said to drive the student to madness, a suicidal obsession with uncovering the deepest mysteries of the Prayers contained in the prayer wheel's uttermost core, only to discover a gnawing nothingness that leaves the weak-minded gibbering and mutilated wretches, often maimed or fatally wounded by their own hand.

To unlock the deeper secrets of the Path of Empty Flesh, characters must chant with the prayer wheel for one hour each day; if the character possesses the Ki Meditation feat or prepares divine spells, this study may coincide with those rituals. Studying the *Prayers of Empty Flesh & Undying Ki* allows the chanter to gain a series of extraordinary—and eventually supernatural benefits as the mysteries within are contemplated, understood, and subsequently put into practice. Once each secret is analyzed and adopted, the shape of the next tantalizing secret begins to become clear.

Risks: Studying the *Prayers* risks the development of a <u>minor</u> <u>addiction</u> to its use, though with a Will save rather than a Fortitude save to resist or cure the addiction.



Benefit: Upon first meditating upon the *Prayers*, a character gains the benefit of the Endurance feat for 24 hours. Thereafter, as long as she meditates with the wheel for at least 1 hour each day the character can retain this ability indefinitely. Meditation makes knowledge of its secrets easier to access, allowing a student to use fighter or monk bonus feats, ranger combat style feats, ninja or rogue tricks, or barbarian rage powers to select the Endurance feat (or other feats listed below) as a bonus feat.

If the character already has the Endurance feat, including by spending a bonus feat or class feature after studying this tome (but not temporarily gaining it through studying this book or other means), studying the book as above instead grants the use of the Diehard feat.

In the hands of a character possessing both the Endurance feat and the Diehard feat, the true power of the Secret Path of Empty Flesh is revealed. Further meditation enables the chanter to gain the benefits of one of the following feats (or to select it in place of a class feature or bonus feat, as described above): Deathless Initiate, Deathless Master, Deathless Zealot, Improved Natural Armor, or Ironhide. The chanter ignores prerequisites for these feats based on ability scores, base attack bonus, or race.

Finally, the sacrificial defensive maneuvers and martial philosophies contained within the *Prayers* enable the reader to waive the normal feat and armor proficiency prerequisites for the stalwart defender prestige class by studying this book for 1 month. The reader must still meet the base attack bonus prerequisite of +7 to qualify for the class.

Ki Powers: A character with a ki pool can meditate upon the *Prayers of Empty Flesh and Undying Ki* to use the following spells as spell-like abilities by spending 1 or more points from his ki pool: *steal dying breath** (no ki point cost, minimum level 4th), *false life* (1 ki point, minimum level 4th), *rage against death** (1 ki point, minimum level 6th), *greater false life* (2 ki points, minimum level 8th), *doom harvester** (2 ki points, minimum level 10th), *death ward* (3 ki points, minimum level 12th), *empty flesh** (3 ki points, minimum level 14th). * New spell described below.

These ki powers function like the ki powers of a qinggong monk, with a caster level equal to the character's class level in whatever class grants her ki pool. If the reader has levels in more than one class that grants a ki pool, those levels stack for the purpose of determining her caster level. In order to utilize one of these abilities, the reader must meet the listed minimum effective caster level. Each time one of these spell-like abilities is used, the character increases the save DC of his next Will save to resist addiction by 1 point.

In addition, as a full-round action that provokes attacks of opportunity, the character can spin the prayer wheel in a metaphysical focusing chant to boost her magical abilities, as if taking a dose of <u>aether</u>, including the chance of acquiring a major addiction. This focusing chant also grants the character 1d3 ki points, which must be used within 1 hour or they are lost. Other than ability damage, the effects of this focusing chant do not stack if the chant is repeated.

Spells: The *Prayers of Empty Flesh and Undying Ki* include several rare cleric spells that manipulate the power of ki as it straddles the borders of life and death, undergoing contortions

of the mind, body, and spirit in its anguish. Each spell can be learned with one day of study and a Spellcraft check with a DC of 15 plus twice the spell's level; a character with a ki pool gains a +5 bonus to this check. If the check fails, the reader is unable to master the spell until she gains at least 1 additional rank of Spellcraft.

DOOM HARVESTER

School necromancy [emotion, fear]; Level cleric 4

CASTING

Casting Time 1 standard action **Components** V, S, M (an empty pouch of skin)

EFFECT

Range 10 ft.

Area 10-ft.-radius emanation, centered on you **Duration** 1 round/level (D)

DESCRIPTION

You feed upon the suffering of those around you. Each round at the end of your turn you gain fast healing equal to the number of creatures within 10 feet that are nauseated, sickened, or suffering from a fear, pain, or harmful emotion effect. This fast healing applies until the beginning of your next turn. Each affected creature provides only 1 point of fast healing, regardless of how many conditions affect it, and the amount of fast healing you gain cannot exceed one-half your caster level (maximum fast healing 10).

If you have a ki pool, you may increase the range of this effect by 5 feet per point you spend from your ki pool when casting the spell. In addition, you may choose to gain 1 temporary ki point at the beginning of your turn rather than gaining fast healing. If you choose this effect, you gain only 1 ki point, regardless of the number of affected creatures within range. These ki points are lost if not used before the end of the spell's duration.

Empty Flesh

School necromancy; Level cleric 5

CASTING

Casting Time 1 standard action **Components** V, S, M (an empty pouch of skin)

EFFECT

Range touch Target living creature touched Duration 1 minute/level (D) Saving Throw Fortitude negates; Spell Resistance yes

DESCRIPTION

You suppress the vital processes in the target, suspending respiration, bleeding, and autonomic function while sustaining life through the target's ki rather than its physiology. The target gains immunity to bleed effects, disease, drowning, exhaustion, fatigue, and sleep effects or effects that require ingestion or inhalation. The effect of any poison is delayed until the *empty flesh* spell expires. The effects of any potion, elixir, or similar magical liquid consumed while using *empty flesh* are similarly delayed. Once the spell expires, all potions and poisons take effect simultaneously. *Empty flesh* provides the target with immunity to ability damage, ability drain, and temporary ability score penalties to Strength, Constitution, or Dexterity, and the target has a 50% chance to negate any critical hit or precision-based damage such as sneak attack damage. In addition, the target takes half damage (and receives half the normal benefit, if applicable) from negative or positive energy, including death effects and energy drain. Energy drain effects that would normally result in gaining 1 negative level have no effect on the target.

While affected by *empty flesh*, the target gains the staggered condition and takes a -4 penalty to initiative. If you are adjacent to the target, you can spend 1 point from your ki pool as a swift action to negate this condition until the end of the target's next turn. If the target has a ki pool, she may spend 1 point from her own ki pool as a swift action to negate this condition for 1 minute.

RAGE AGAINST DEATH

School necromancy; Level cleric 3

CASTING

Casting Time 1 immediate action **Components V**, S, M (a drop of your blood)

EFFECT

Range close (25 feet + 5 feet/2 levels) Target one creature Duration concentration + 1 round/level (D) Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

When an ally within range gains the dying condition, you can spend 1 point from your ki pool to cast this spell. You can cast this spell on yourself if you are about to gain the dying condition. The target loses the dying condition and any bleed effect is ended. In addition, the target gains the benefits of the *rage* spell. In addition, every time the target hits with a melee attack it gains 1 temporary hit point; these temporary hit points stack with themselves but not with any other source of temporary hit points.

STEAL DYING BREATH

School necromancy; Level cleric 2

CASTING

Casting Time 1 immediate action **Components V**, S

EFFECT

Range 10 feet Target one creature Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

DESCRIPTION

When a creature within range of you dies, you can cast this spell to trap a portion of its fading life essence, adding 1 point to your ki pool. If the target had a ki pool in life and had at least 1 point in its ki pool at the time of its death, you instead add 2 points to your ki pool. These ki points are temporary and dissipate if not spent within 1 hour. This effect does not apply if the caster lacks a ki pool.

If the target is later returned to life, it gains a temporary negative level lasting 24 hours; this is in addition to any negative levels gained from *breath of life, raise dead, reincarnate,* or similar spells. If this negative level (or the total of combined negative levels) would exceed the creature's Hit Dice, the creature takes an additional point of Constitution drain instead. A Fortitude save negates this effect.

Seven-Ghost-Needles: Ki Tome

This lengthy treatise is bound in black-lacquered bamboo and inscribed on silk-sewn rice paper pages in a mix of careful calligraphy, elaborate woodcut and brush-painted illuminations, and fantastically detailed diagrams and scrawled marginal notations. The tome contains the researches and analects of generations of acupuncturists, herbalists, healers, and meditative practitioners on the science of energetic flows throughout and the union of body, mind, and spirit. The Seven-Ghost-Needles combine the study of physiology with meditative metaphysics as a means of relieving stress, healing injuries, improving blood flow, and enhancing vitality of every kind. In the practice of the Seven-Ghost-Needles, the ki of the practitioner is joined with that of the patient, helping to guide the flows of their inner energies into greater harmony and redirecting it to the proper dantians or energy centers in the body: the lower jing, middle shen, and upper wuji. Similar to the prana energy and chakras of other energetic healing traditions, these dantian energy centers control aspects of the mind, body, and spirit and when disorganized or out of balance can contribute to ill health. Those who master the secrets of the Seven-Ghost-Needles use their skills in acupuncture to focus the power of their spirit to bring healing and relief to those in need.



Benefits: Consulting the Seven-Ghost-Needles as a full-round action grants a +1 circumstance bonus to Heal checks, +2 if the reader uses a set of acupuncture needles (treat as masterwork tools, but they weigh only 1 lb) as part of the Heal check. This bonus is doubled on Heal checks for long-term care. This bonus stacks with that provided by a healer's kit.

If the reader has a set of acupuncture needles and at least 1 rank in the Heal skill, he can use a Heal check to cure nonlethal damage. This does not require a healer's kit and otherwise functions as treat deadly wounds. In addition, as a full-round action that provokes attacks of opportunity, the reader can remove effects with the pain descriptor by making a Heal check with a DC equal to the pain effect's DC. If the Heal check succeeds, the target can attempt a new saving throw against the effect, with a +1 bonus for every 5 points by which the Heal check exceeded the DC. Success on this save removes the effect, though this does not heal damage or negate any prior instantaneous effect.

Feats: In addition to the above, the book contains the seven secrets of the *Seven-Ghost-Needles*. A creature perusing the book and studying it for at least 1 week can use one of the following feats as a bonus feat. The feat cannot be used if the book is not in the creature's possession, and only one creature at a time can gain a bonus feat from the book. In addition, a creature who has read the tome for 1 week can select any of feats contained within it the next time they are eligible to choose a feat.

BLOCK FLOW (KI)

You channel your ki into another, blocking access to their ki pool. **Prerequisite:** Wis 13, ki pool class feature or Ki Meditation feat **Benefit:** As a standard action, you can make a touch attack and expend 1 point from your ki pool. If the target possesses a ki pool, its ability to spend points from its ki pool is blocked for a number of rounds equal to your Wisdom bonus. A Will save (DC 10 + 1/2 your character level + Wisdom modifier) negates this effect. If the target has more points in its ki pool than you when you use this power, the cost to use this power is increased by 1.

If you double the ki point cost, you not only suppress the ability to spend ki points but you also suppress the use of ki feats or ki-related class features that grant benefits without requiring expenditure of ki, such as those that function as long as you have at least 1 point in your ki pool.

CELL ADJUSTMENT (KI)

Your unity of ki allows your own cells and those of others to mend more rapidly.

Prerequisite: Wis 13, ki pool class feature or Ki Meditation feat, Heal 1 rank

Benefit: As long as you have at least 1 point in your ki pool, you regain additional hit points per day from natural healing equal to the number of ki feats you possess. This does not apply to ability damage. In addition, you can spend 1 or more points from your ki pool in order to accelerate the natural healing process.

Spending 1 point allows you to accomplish 1 day of natural healing in 1 hour, while spending 2 points takes 1 minute, and spending 3 points 1 full round. You can use this ability on yourself or on an adjacent creature. You (and the patient, if any) must remain relaxed and motionless while using this ability; if attacked, you are denied your Dexterity bonus to AC. You can abandon concentration on this ability at any time, but if stopped



before completion any ki points expended are wasted without effect. This acceleration of natural healing is not positive energy and has no effect on undead or other creatures that do not heal naturally. This does not count as actual rest for the purpose of regaining spells or other abilities.

This ability can be used destructively. As a standard action, you can spend 1 point from your ki pool in order to make a melee touch attack that deals nonlethal damage equal to your Wisdom modifier and causes the target to become sickened for 1d4 rounds. A Fortitude save (DC 10 + 1/2 your level + Wisdom modifier) negates this effect. This is a pain effect.

EBBING FLOW (KI)

You sense fluctuations and diminishment of the life forces around you, and you can influence that life force to hold on or slip away.

Prerequisite: Wis 15, ki pool class feature or Ki Meditation feat, Heal 5 ranks

Benefit: As long as you have at least 1 point in your ki pool, you gain the benefit of a constant *deathwatch* effect, but only with regard to creatures adjacent to you. You can also observe and manipulate ebbing life forces by spending 1 point from your ki pool, allowing you to use *bleed*, *deathwatch*, or *stabilize* as a spell-like abilites.

If you have at least 3 points in your ki pool, you can sense the presence and location of living creatures within 5 feet as if you had blindsense. By spending 1 point from your ki pool, you can extend the range of this blindsense to 5 feet times your Wisdom modifier until the end of your next turn. If the creature has the disabled or dying condition, you can perceive them as if using blindsight rather than blindsense.

INVERT FLOW (KI)

You channel your ki into another, disrupting the flow of her ki into disharmony.

Prerequisite: Wis 13, ki pool class feature or Ki Meditation feat **Benefit:** As a standard action, you can make a touch attack and expend 1 or more points from your ki pool, selecting one of your target's ability scores. You can reduce the target's ability modifier from that ability score by an amount equal to your Wisdom bonus. A Will save (DC 10 + 1/2 your character level + Wisdom modifier) negates this effect. On a failed save, this effect lasts as many rounds as the number of ki points you expended.

If the target has more points in its ki pool than you when you use this power, the cost to use this power is increased by 1.

Special: This feat does not affect the target's hit points if you reduce its Constitution bonus (or Charisma bonus for undead), nor does it result in any loss of spellcasting ability. It does, however, affect skill checks, attack and damage rolls, saving throws, save DCs, and any other effect that is dependent upon the ability score modifier.

LENGTHEN FLOW (KI)

Your frequent meditation slows down your breathing, heart rate, and metabolic function.

Prerequisite: Wis 13, ki pool class feature or Ki Meditation feat **Benefit:** As long as you have at least 1 point in your ki pool, your body processes afflictions more slowly. After the first round of being exposed to a disease, poison, or bleed effect, the interval between taking damage or making saving throws is doubled. You also can hold your breath and go without food or water for twice the normal duration.

As an immediate action when you would be affected by a disease, poison, or bleed effect or would become exhausted, fatigued, nauseated, or sickened, you can spend 1 point from your ki pool to delay the onset of the effect until the end of your next turn. This does not reduce or negate the effect; it merely delays it. You can use this feat in consecutive rounds to continue delaying the effect.

RECENTER FLOW (KI)

You can refine your ki through your inner energy fields. **Prerequisite:** Wis 13, ki pool class feature or Ki Meditation feat **Benefit:** As an immediate action, you can recenter your ki and refine it into a different spiritual energy:

Jing: By centering ki through the lower dantian, you gain greater control over your thoughts and emotions. When you fail a saving throw against an effect with the <u>emotion descriptor</u>, including fear effects, you can spend 2 points from your ki pool to reroll your saving throw, using the new result in place of the old. This does not require an action, but you can use this ability only once per effect. If the effect does not allow a save or if it results in a harmful effect even on a successful saving throw, you can spend 2 points from your ki pool as an immediate action to delay its onset until the end of your next turn.

Shen: By centering ki within the middle dantian, you fortify the strength of your spirit. When you fail a saving throw against a negative energy or death effect, you can spend 2 points from your ki pool to reroll your saving throw, using the new result in place of the old. This does not require an action, but you can use this ability only once per effect. If the effect does not allow a save or if it results in a harmful effect even on a successful saving throw, you can spend 2 points from your ki pool as an immediate action to delay its onset until the end of your next turn. *Wuji*: By centering ki within the upper dantian, you tap into the power of the void. When you fail a saving throw against a divination, energy drain, or teleportation effect, you can spend 2 points from your ki pool to reroll your saving throw, using the new result in place of the old. This does not require an action, but you can use this ability only once per effect. If the effect does not allow a save or if it results in a harmful or undesirable effect even on a successful saving throw, you can spend 2 points from your ki pool as an immediate action to delay its onset until the end of your next turn.

Whichever dantian you choose, you may spend ki in consecutive rounds to continue delaying the onset of a harmful effect.

RESTORE FLOW (KI)

You channel your ki to unblock misplaced ki.

Prerequisite: Wis 13, ki pool class feature or Ki Meditation feat Benefit: As a standard action, you touch a creature that has been targeted with the Block Flow or Invert Flow feats, spending 1 point from your ki pool to negate the effect of those feats. You can also negate the harmful effects (not including damage) of a ninja's ki block, a monk's quivering palm, or the Stunning Fist feat or any feat for which it is a prerequisite, including alternate Stunning Fist effects available to monks. Make a Wisdom check with a bonus equal to 1/2 your character level against a DC of 10 + the character level of the creature that created the effect. A successful check negates the effect.

You can use this feat on yourself even if you would normally be prevented from spending points from your ki pool or otherwise prevented from taking actions by spending 2 points from your ki pool.

You can also use this feat to remove the dazed, staggered, or stunned condition from a creature; however, if that effect is not caused by a ki effect the ki point cost is increased by 1.

SWITCH FLOW (KI)

You can strongly influence a life force to linger or fade away. **Prerequisite:** Wis 17, ki pool class feature or Ki Meditation

feat, Ebbing Flow, Heal 10 ranks

Benefit: As long as you have at least 1 point in your ki pool, you can perceive creatures with 0 or fewer hit points, as well as creatures that have died since the end of your previous turn, as though you had blindsight with a range of 30 feet. As long as you have at least 1 point in your ki pool, you can use *bleed* and *stabilize* at will as spell-like abilities. In addition, you can spend 2 points from your ki pool to use *death knell*, 4 points to use <u>rest</u> eternal (), or 6 points to use <u>breath of life</u> () as spell-like abilities. Using these spell-like is a standard action, with a caster level equal to your character level. Save DCs are Wisdom-based.

BIOS

CLINTON J. BOOMER, known to his friends as 'Booms,' resides in the quaint, leafy, idyllic paradise of Macomb, Illinois, where he attended 4th grade through college. He began writing before the time of his own recollection, predominantly dictating stories to his ever-patient mother about fire-monsters and ice-monsters throwing children into garbage cans. He began gaming with the 1993 release of Planescape, which shaped his Jr. High years, and he was first published professionally in the Ennie Award-winning *Pathfinder Chronicles Campaign Setting* from Paizo Publishing after placing in the Final Four of Paizo's inaugural RPG Superstar! Competition. He currently devotes a full 99.9% of his waking hours to thinking about fantasy-adventure in general or ninjas, more specifically. Boomer is a writer, filmmaker, gamer and bartender; his short comedic films, the "D&D PHB PSAs," have over 3900 subscribers on YouTube and and have been viewed more than a million times. A member of the WereCabbages creative guild, a frequent freelance contributor to Rite Publishing, Sean K. Reynolds Games, Paizo Publishing, Reality Deviants Press, Zombie Sky Press and the Hellcrashers setting, his debut novel *The Hole Behind Midnight* was released in 2011; Daniel O'Brien, columnist for Cracked.com and contributor to the New York Times bestseller *You Might Be a Zombie and Other Bad News* called it "... Raymond Chandler meets Douglas Adams by way of a fantasy nerd's fever dream. And it's AWESOME." Boomer is honored and humbled to bring his gonzo, his ink and – if need be – his blood to the pages of Legendary Games, and is currently the happiest he has ever been in his whole life.

JASON NELSON started professional RPG writing in 2002 with the Save My Game and Behind the Screen gamemastering advice columns for Wizards of the Coast, then broadening into writing adventures for Dungeon ("Practical Magic" and "Man Forever") and several articles for Dragon. In 2008, he made the final four in Paizo's inaugural RPG Superstar competition, and since then has been a regular contributor to Paizo's adventure paths, including End of Eternity for Legacy of Fire, War of the River Kings for Kingmaker, and The Hungry Storm for Jade Regent. In addition to adventure writing, Jason has co-authored 10 Pathfinder Chronicles and Companion sourcebooks and has written major sections of the Ennie-award winning Pathfinder Chronicles Campaign setting, Gamemastery Guide, Advanced Player's Guide, Bestiary 2, Ultimate Magic, and Ultimate Combat. A devoted Christian, husband, and father, and a proud gamer since 1981, Jason loves to bring hardcore old-school stylings alongside inventive new creations to his contributions to Paizo and is excited to be bringing the same high-concept, high-action, high-adventure attitude to Legendary Games.

CLARK PETERSON founded Necromancer Games, Inc., and has the distinction of being the first person to make use of the Open Game License and release content compatible with Third Edition with his free, ENnie-award winning adventure, *The Wizard's Amulet*. Clark produced a number of key third party products for Third Edition, from the famed *Creature Collection* and *Relics and Rituals* with Sword and Sorcery Studios, to the indispensible *Tome of Horrors* series. He wrote a large number of classic "First Edition Feel" adventures, from to *The Tomb of Abysthor* and *Bard's Gate* to *Rappan Athuk*, the world's deadliest dungeon crawl. Clark has had the pleasure of working with Gary Gygax on *Necropolis*, Flying Buffalo on *The Wurst of Grimtooth's Traps* and the honor of bringing Judges Guild's *Wilderlands of High Fantasy* and *City State of the Invincible Overlord* to the Third Edition rules. An expert on the Open Game License, Clark has been a tireless supporter of open gaming. Clark is also an outspoken advocate for the classic "old school" heart of gaming. A friend and supporter of Paizo since its inception, Clark served as a judge for several years on Paizo's RPG Superstar competition. Legendary Games is Clark's latest venture—an all-star team of authors and designers assembled to bring you the best third party support for the Pathfinder Roleplaying Game.

TIMOTHY K. WICKHAM, some college students go to Cancun for Spring Break, while others discover Role-Playing Games. Tim... belongs to the second group. After finishing his education he moved to the Pacific Northwest for the coffee and stayed for a career. When he's not pushing the limits of the Print/Pixel divide he enjoys long walks with his 90 pound "puppy" and culinary alchemy with his wife, Kate. At this very moment he is engrossed in the latest Design Problem (ahm, 'Challenge') and is honored for the opportunity to give form to the fiction at your game table.

FRANK HASSELFORT is an artist from Munich, Germany. In his work as a senior 3-D modeler and game artist, he has had the opportunity to work on a wide variety of games since finishing art school in 2001, like Settlers, Anno, Sacred2, Risen2, and many more. However, he had rarely had the opportunity to follow his two other passions in art: concept art and role playing, especially Pathfinder. While he has been drawing for a very long time, the field of professional illustration is an exciting new horizon for him, and this year he began doing commissioned work, a sketch-blog, and illustrations for 3PPs and fanzines, including Wayfinder and now his work with Legendary Games.

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