### **ADVENTURE PATH PLUG-IN**

#### MAKE YOUR GAME LEGENDARY!

A RULES SUPPLEMENT DELVING INTO SECRET SCIENCE OF THE ALCHEMIST, EXPLORING WHAT IT MEANS TO BE UNSEEN AND INVESTIGATING THE MANY VARIED MANIFESTATIONS OF INVISIBILITY. A STOLEN AND DANGEROUS KNOWLEDGE THAT REVEALS MUCH BY SHOWING HOW TO HIDE EVERYTHING, ON THE INVERSE CALCULUS OF UNSEEN REFRACTION IS AN IDEAL COMPLEMENT TO A GOTHIC ADVENTURE PATH OR ANY GAME WHERE THE DEMENTED EXCESSES OF MADMEN CROSS PATHS WITH THE SIMPLE YET HAUNTING QUESTION OF HOW TO AVOID LOOKING YOURSELF IN THE MIRROR.



# Hook Ano: On the Inverse Lalculus of <u>Unseen Refraction</u>

BY JASON NELSON WITH THE LEGENDARY GAMES DESIGN TEAM





**CC09** 

## On the Inverse Talculus of Unseen Refraction Hothic Grimoires: Nook Awo

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Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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## Welcome to Adventure Lath 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.

## What you Will Find Inside These Sothic Srimoires

This supplement is a departure from the larger products Legendary Games has produced for our Adventure Path Plug-Ins, a way to capture the creative energies (and logistical realities) of our team and provide you with a steadier stream of content for your Gothic Adventure Path campaigns or any game where horror, madness, or tragedy play a central theme. Each *Gothic Grimoire* is 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. These are *Tomes of Ancient Knowledge* and *Meditations of the Imperial Mystics*, dialed up to eleven.

Rather than gathering a number of different magical tomes, often with somewhat dissimilar themes, into a single compilation, the *Gothic Grimoires* product line takes each tome singly, expanding its lore and developing its mechanical and conceptual uniqueness more robustly. We think every one of these tomes is terrific and deserving of this expansive treatment and we hope you'll agree, but even if a given *Gothic Grimoire* is not your cup of tea, we hope you'll be looking forward to the next 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!



#### HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Gothic Campaign" instead of the title of <u>a recent Adventure Path</u>. Or you may see us use the names "Raven" for the town or "the temple" instead of the regular proper names of specific locations and characters from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo owns. Because we want to be very respectful of their content and work in partnership with them we use these "replacement phrases" for certain content. 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 *Gothic Grimoires* in your gothic Adventure Path, set in a small gothic town, helping the Professor's Daughter and cleansing the unquiet spirits in the ruins of the local prison. See, that wasn't so hard, now was it.

#### Special Electronic Features

We've hyperlinked this product 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.

#### On the Inverse Calculus of Unseen Refraction: Alchemical Tome

This alchemical treatise was assembled over years of study and experimentation by the noted alchemist Adye Jaffers, who built his career upon the study of optics and lenses and their effects on alchemy. He claimed his curiosity arose from a misspent childhood using focusing lenses to scorch hapless insects but opening his curiosity to the possibilities inherent in optical manipulation. Through his studies, he became a renowned expert on the field of invisibility, pioneering a variety of unique applications of invisibility magic from traditional glamers that simply altered the appearance of things to accomplishing the same result by purely physical means.

Jaffers himself disappeared under mysterious circumstances along with his notes, and evidence began to surface in subsequent years that Jaffers was a fraud. While some synthesis and a few experiments were his own, the bulk of his theories, principles, and formulae were plagiarized from the scattered notes of a half-mad scholar named Hawley Kemp, driven out of his mind by a combination of psychotropic side effects of his experimental compounds along with the physical trauma of his mind literally unraveling as he suffered from permanent invisibility. Kemp's original notes were taken from his makeshift laboratory by a blind beggar he had befriended named Cuss Griffin, perhaps in an act of compassion as Griffin sought to help his friend escape the researches that were destroying him. A drunken Griffin inadvertently tipped off local authorities to Kemp's location as they sought him on suspicion of several prior murders, and they were able to take him unawares and capture him, but an enraged mob deemed he was too dangerous and elusive to stand trial and beat the invisible Kemp to death in the street as the handful of constables looked on helplessly. Griffin fled with the few mementoes of his friend he could collect and at some point was taken in by Jaffers, a middling scientist who discovered Kemp's legacy and took it for his own from the dissolute Griffin, replacing it with a blank duplicate book that felt identical to the blind man and sending him on his way.

**Benefits:** After studying the tome for one week, the reader gains a +2 circumstance bonus on Craft checks involving the crafting of lenses and optical devices and can craft such items in one-tenth the normal amount of time. The reader also gains a +2 bonus on Knowledge (arcana) and Spellcraft checks regarding any spells or magic items related to invisibility. In addition, a spellcaster (including an alchemist) with a caster level of 9th or greater can create any of the following magical items as though he possessed the appropriate item creation feats: *eyes of the eagle, eyes of minute seeing, gem of seeing, lens of detection, ring of invisibility.* These benefits apply only as long as the tome is available to consult throughout the time when such items or skill checks are made.

**Contents:** This encyclopedic reference contains the book contains the methods for mastering an unusual metamagic as well as six alchemist discoveries and 15 spell and extract formulae, eight of which are unique to this tome.

#### **Unseen Spell (Metamagic)**

You can render your spells invisible.

**Benefit:** You can modify a spell to hide its visual manifestations, making its effects impossible to see without the aid of magic. The spell effect is rendered invisible, so creatures cannot see the spell, its area, or its point of origin unless able to see invisible objects or creatures. Only the spell effect itself is invisible; its aftereffects are clearly apparent, including wounds, death, transmutations, and damaged or destroyed objects. Any portion of your spell within the area of an *invisibility purge* spell is clearly visible.

Unseen spells are more difficult to dodge. If the spell allows a Reflex save, creatures unable to see the spell take a -2 penalty to their save and cannot use evasion to avoid its effects. Creatures with improved evasion treat that ability as evasion instead. Creatures with uncanny dodge take no penalty to their saving throw and can use evasion and improved evasion normally.

ON THE INVERSE CALCULUS OF UNSEEN REFRACTION

GRIMOIRES: BOOK TWO

GOTHIC

#### Appearance: On the Inverse

Calculus of Unseen Refraction is a hefty tome with covers of gray leather and mithral fittings. Depending from a fine mithral chain is a mithral loop containing a lens of polished crystal, a simple magnifier for examining some of the intricate diagrams and alchemical diagrams within. The tome's most distinctive feature, however, is that the book's inks and cover dyes are derived from the spores of the phantom fungus, this treatment rendering it naturally invisible and normally can be read only by creatures able to see invisible objects or creatures. The tome's invisibility can be dispelled (DC 20 caster level check), but this merely suppresses the binding enchantments temporarily; the natural invisibility of the spore compounds reactivates and renders the book invisible again 1 hour later. In addition, a strange quirk in the book's enchantment allows any invisible creature to read it normally.



This feat does not affect conjuration (calling), conjuration (summoning), or transmutation spells, nor does it affect conjuration (creation) spells with an instantaneous duration. Spells which rely on visual effects, such as figments, patterns, or *symbol* spells, have no effect on creatures that cannot see them when cast as unseen spells, though non-visual figments function normally. An unseen spell provides no concealment and does not alter the level of illumination within its area, making it neither lighter nor darker. Unseen spells with the light descriptor cannot blind or dazzle creatures but otherwise function normally.

An unseen spell uses up a spell slot two levels higher than the spell's actual level.

**Special:** This feat can be applied to an alchemical extracts, using up an extract slot one level higher than he extract's actual level.

**Discoveries:** This tome contains several innovative alchemical discoveries:

Compounding Formulary: The alchemist can create alchemical items in powdered rather than liquid form if desired, though powdered acid, alchemist's fire, antitoxin, and the like follow the same game rules as alchemical liquids. In addition, she can infuse powders and liquids together into a variety of stable magical compounds, from chemicals to cosmetics, creating magical dusts, elixirs, glues, ointments, pigments, powders, salves, soaps, solvents, unguents, and similar substances (such as *silversheen*) as if she possessed the Craft Wondrous Item feat and a caster level equal to her alchemist level. An alchemist must be at least 4th level before selecting this discovery.

Effectual Invisibility: Whenever an alchemist uses an extract, potion, or spell-completion or spell-trigger item to create an *invisibility* effect, she uses her alchemist level as her caster level rather than the actual caster level of the item. An alchemist must be at least 4th level before selecting this discovery.

Invisible Bomb: When the alchemist creates a bomb, he can choose to render the bomb and its explosion invisible. The bomb itself remains visible until thrown. Your target is denied its Dexterity bonus to AC against an invisible bomb, though you do not gain the +2 attack bonus that invisible creatures typically gain unless you yourself are also invisible. In addition, creatures struck by an invisible bomb or within its blast radius take a -2 to Reflex saves against the bomb.

Creatures able to see invisible objects or creatures treat an invisible bomb as a normal bomb, as do creatures with uncanny dodge, <u>Greater Blind-Fight</u>, or, if you are within 30 feet, <u>Improved Blind-Fight</u>. An alchemist must be at least 8th level before selecting this discovery.

Tenacious Invisibility: When the alchemist creates an extract or mutagen that provides invisibility, whenever the invisibility effect would be ended prior to the end of its duration, including being dispelled or being broken by an attack, the invisibility effect lingers for a number of rounds equal to her Intelligence modifier. If a second event occurs during this time that would end the invisibility effect, it is ended immediately. In addition, the DC to dispel an extract that provides invisibility is increased by an amount equal to her Intelligence modifier. An alchemist must be at least 6th level before selecting this discovery. Transparency Mutagen: When the alchemist imbibes her mutagen, she becomes invisible. This invisibility lasts for the duration of the mutagen. This *invisibility* is broken if she attacks, but this does not affect any other effects of the mutagen. In addition, she can resume *invisibility* by concentrating for 1 full round. An alchemist must be at least 10th level before selecting this discovery.

True Invisibility: When the alchemist creates an extract or mutagen that provides invisibility, the target of that extract or mutagen is also protected against all devices and spells that gather information about the target through divination magic (such as detect magic, locate creature, scrying, and see invisibility) for as long as the invisibility effect lasts. An alchemist must be at least 14th level before selecting this discovery.

Formulae: This book contains a number of unique alchemical formulae, which are also transcribed in the form of sorcerer/ wizard spells where applicable. It includes the following spells and formulae: alchemical inscrutability\*, alchemical opacity\*, alchemical sequestration\*, asynchronous invisibility\*, greater invisibility, invisibility, invisibility sphere, invisibility well\*, mass invisibility, not there\*, see invisibility, sequester, simple transparency\*, <u>vanish</u>, vitrific visibility\*. An alchemist reading this tome may learn vanish as a 1st-level extract, invisibility sphere as a 3rd-level extract, and mass invisibility as a 6th-level extract. \* Spell or formula described below.

#### Alchemical Inscrutability

School abjuration; Level alchemist 6

#### CASTING

#### Casting Time 1 minute

**Components** V, S, M (a hollow lead sphere filled with an extract or potion of *nondetection*)

#### DESCRIPTION

This alchemical formula protects against divinations in a manner equivalent to *mind blank*, though it provides no protection against mind-affecting spells other than divinations.

#### ALCHEMICAL OPACITY

School abjuration; Level alchemist 2

#### CASTING

**Casting Time 1** standard action **Components** V, S, M (a hollow crystal sphere filled with an extract of *see invisibility*)

#### EFFECT

Range personal Target you Duration 1 minute/level (D) Saving Throw none; Spell Resistance no

#### DESCRIPTION

You surround yourself with a spherical emanation that interferes with the functioning of *invisibility* effects within 5 feet per caster level. This emanation renders invisible objects or creatures opaque and visible as hazy, colorless versions of themselves, as if they were made from milky, smudged glass. The location of opacified invisible creatures or objects is clearly visible to all. Attacks against an opacified invisible creature have a 20% miss chance, but an opacified creature does not otherwise gain any of the benefits of concealment. The duration of invisibility effects continues to elapse while an invisible creature is affected by *alchemical opacity*. A creature whose *invisibility* effect expires or is dispelled, broken, or otherwise negated is no longer affected by *alchemical opacity* unless it becomes invisible again within the area of effect.

#### Alchemical Sequestration

#### School transmutation; Level alchemist 6

#### CASTING

#### Casting Time 1 minute

**Components** V, S, M (an extract or potion of *invisibility*), F (a leaded crystal vial with a stopper of mixed lead and gold—100 gp)

#### EFFECT

#### Range touch

**Target** one willing creature or object (up to a 2-ft. cube/level) **Duration** 1 day/level (D)

Saving Throw none or Fortitude negates (object);

Spell Resistance no or yes (object)

#### DESCRIPTION

This alchemical formula causes the target object or creature to gradually become diminish in size and opacity, its substance transmuted into a colorless alchemical solution and drawn like a vapor into a prepared crystal vial, where it condenses into a colorless liquid. In this fluid state the target creature or object is treated as if under a *sequester* spell. If the vial is broken or the stopper unsealed, the *alchemical sequestration* is ended as if dispelled. Whenever the spell ends, whether by breakage of the vial or by *dispel magic*, the creature or object slowly returns to normal size, solidity, and visibility over the following 1d4 rounds. This expansion does not harm the object or nearby objects. If there is insufficient space for the creature or object to re-expand, the fluid flows to the nearest available open space before reforming.

#### Asynchronous Invisibility

School illusion (glamer); Level alchemist 3, sorcerer/wizard 3

#### CASTING

Casting Time 1 standard action

**Components** V, S, F (silver hourglass filled with crushed topaz-100 gp)

#### EFFECT

Range touch Target one creature Duration 1 minute/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

#### DESCRIPTION

This spell functions as *invisibility*, but in addition to being hidden from normal sight the target's appearance to all senses becomes diffused in time, flashing ahead or lagging behind her actual movements by a moment. This asynchronous imaging makes it difficult to locate the target precisely, granting the effect of *blur* even against creatures that can see invisible or if *invisibility* is temporarily suppressed by *invisibility purge* or a similar effect. This sensory dissociation affects extraordinary senses including blindsight, but *true seeing* and similar effects that allow a creature to see through illusions or effects that specifically negate concealment from illusions negate this effect. Asynchronous invisibility is broken when if target attacks, as normal; however, because of the temporal lag in her image she does not become visible until the end of her turn (if the target attacks when it is not her turn, such as an attack of opportunity, she instead becomes visible at the beginning of her next turn).

The temporal dissociation caused by this spell causes minor dizziness and disorientation when the target's image "snaps back" to its proper temporal location, causing the target to become dazzled for 1d4 rounds after the spell expires. In addition, each time the caster uses this spell, there is a 1% non-cumulative chance that a <u>hound of Tindalos</u> takes note of the temporal anomaly and begins to hunt the target.

#### INVISIBILITY WELL

School illusion (glamer); Level alchemist 6, sorcerer/wizard 6

CASTING

**Casting Time** 1 standard action **Components** V, S, M (an extract or potion of *invisibility*), F (a clear crystal bowl—100 gp)

#### EFFECT

#### Range touch

Target one 5-foot square

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

This spell creates a self-renewing font of invisible energies in a single 5-foot square you designate when casting the spell. Any creature beginning its turn in this space becomes invisible, as *invisibility*. This *invisibility* ends if an affected creature attacks, as normal for the spell, but if the creature returns to the *invisibility well* and begins a turn in the area it becomes invisible again. Creatures larger than Medium that occupy the space of the *invisibility well* with a portion of their body become invisible at the beginning of their turn.

When the *invisibility well* expires or is dispelled, all creatures lose their *invisibility* immediately; otherwise, the *invisibility* that each creature gains from the *invisibility well* functions independently, and one creature can lose its *invisibility* (whether by attacking or being dispelled) without affecting the *invisibility* that other creatures have gained from the *invisibility well*. Creatures using the same *invisibility well* cannot see each other.

If the *invisibility well* is dispelled, the crystal bowl focus shatters. This does not occur if the *invisibility well* is temporarily suppressed by an *antimagic field* or similar effect. You can move the *invisibility well* by taking the focus item to a new location and concentrating for 1 full round.

#### NOT THERE

School illusion (shadow); Level alchemist 3, sorcerer/wizard 3

#### CASTING

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

#### EFFECT

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

#### DESCRIPTION

The target becomes invisible, and in addition gains a limited ability to flicker almost out of existence, becoming a living invisible illusion by concentrating. At any point during the spell, the target can concentrate as a standard action, becoming incorporeal until the beginning of the target's next turn. Each round she becomes incorporeal in this fashion uses 1 minute of the spell's duration. The spell ends immediately if the target attacks, as *invisibility*.

#### SIMPLE TRANSPARENCY

School transmutation (polymorph); Level alchemist 3, sorcerer/wizard 3

#### CASTING

Casting Time 1 standard action Components V, S, M (vial of powdered glass)

#### EFFECT

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

#### DESCRIPTION

The target's body becomes wholly transparent, gaining a +40 bonus to Stealth checks while motionless, +20 while moving. If the target is perfectly still, it gains total concealment until the beginning of its next turn. This requires remaining motionless, taking no actions which require physical movement, though slight movements such as breathing and speaking (including casting spells without somatic components) do not break this total concealment. If the target moves or attacks, it does not become visible but gains concealment rather than total concealment until the beginning of its next turn as blurred flickers of movement betray its presence.

Unlike *invisibility*, this spell affects only the target's body, not his armor, clothing, weapons, or any other items worn or carried. If the target wears or carries an object, he gains only concealment (rather than total concealment) even if stationary, his location can be pinpointed automatically, and the Stealth bonus provided by the spell is halved. This is also true if the target catches on fire or has an object attached to them involuntarily, such as a tanglefoot bag or manacles. The target's blood is transparent, so wounds and blood do not reveal his position, though the target's blood that falls upon the ground or adjacent objects becomes visible 1 minute after it is shed. If the target is within the area of natural or magical fog, mist, or precipitation, clinging condensation reveals his location as a carried object. This spell is a polymorph effect, not an illusion; hence, a creature affected by *simple transparency* cannot be seen with see *invisibility* nor revealed by *invisibility purge* or any other effect that detects, dispels, or suppresses illusions or *invisibility* effects (though it can be outlined and revealed by *dust of appearance, faerie fire,* and *glitterdust*). *True seeing* also reveals the target's true (visible) form. This spell cannot be used in conjunction with other polymorph effects.

Each time a creature uses this spell, there is a 1% cumulative chance its effects become permanent. Permanent *simple transparency* is treated as a curse effect and cannot be dispelled unless a successful *remove curse* is first used, though *break enchantment* can remove it. Restoring the target to their normal state does not reduce this chance if this spell is used again in the future. In addition, once this curse effect has manifested, any time the target uses any invisibility effect she may once again become afflicted with permanent *simple transparency* when that effect expires. Only a *limited wish, miracle,* or *wish* can reduce this chance to zero. Every 24 hours a creature spends permanently transparent causes her to gain 1 Madness point (DC 13 Will save negates; the DC increases by 1 for each day after the first).

#### VITRIFIC VISIBILITY

School transmutation; Level alchemist 4, sorcerer/wizard 5

#### CASTING

Casting Time 1 standard action Components V, S, M (a handful of ground glass)

#### EFFECT

Range 15 feet

Area cone-shaped burst

Duration instantaneous Saving Throw Fortitude negates (see text); Spell Resistance yes

#### DESCRIPTION

You coat any invisible creatures within the area with a glassy layer of crystalline facets that adheres and melds onto the target's skin and clothing or armor. This effect outlines the target as *glitterdust* for 1 round per level. In addition, living creatures are temporarily petrified for the same duration on a failed Fortitude save, turned into statues of solid glass. A vitrified creature retains its normal hit points but has hardness 0 while petrified. *Break enchantment, dispel magic,* and *stone to flesh* all return a vitrified creature to normal. This spell has no effect on visible creatures, though it affects invisible creatures outlined by *dust of appearance, faerie fire, glitterdust,* or similar effects.

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